

Cambridge Community Board Agenda 21 June 2023

Kaipaki Room, Cambridge Service Centre, 23 Wilson Street, Cambridge



Members:

JM Davies-Colley (Chairperson); EJ Badger (Deputy Chair); AJM MacKay; SDC Milner; AD Myers; Councillor MG Montgomerie; Councillor PJ Coles

21 June 2023 06:00 PM

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Who are we?

The Cambridge Community Board is made up of members who were elected onto the board in the local government elections in 2022. The community board is made up of five elected members and two appointed Waipā district councillors.

Chairperson Jo Davies-Colley
Deputy Chair Elise Badger
Members Alana MacKay
 Sue Milner
 Andrew Myers
 Councillor Philip Coles
 Councillor Mike Montgomerie

Contact CBCommunityBoard@waipadc.govt.nz

What do we do?

We are a link between residents in the Cambridge and Maungatautari communities and Waipā District Council. We believe that we are an important step in the process to achieve council’s vision to build connected communities.

We are advocates for and representatives of the Cambridge and Maungatautari communities to ensure council and other agencies have a clear understanding of our local needs and aspirations.

We will consider matters raised by members of our communities.

We will maintain an overview of the services council delivers to its communities and assess the extent to which these services meet our community needs.

We are decisions-makers on issues that are delegated to the community board by council.

We will consider matters referred to the community board by council or council staff including reports relating to the provision of council services within the board’s areas and make submissions or recommendations in response to those matters as appropriate.

Delegated Functions

Aside from statutory functions as set out in the Local Government Act 2002, Cambridge Community Board has also been delegated the following from Waipā District Council:

- Support community activities and, where necessary, allocate funding within the approved Waipā Community Discretionary Fund budget
- Organise our own projects for works or services, or supporting council projects, and allocate appropriate funding within the approved budget
- Organise annual Anzac and Armistice civic events in Cambridge
- Maintain and enhance sister city relationships between Cambridge and Le Quesnoy (France) and Cambridge and Bihoro (Japan)

Vision Statement

“We are friendly and visible representatives working effectively together for the good of our communities”



Te Ōko Horoi

CAMBRIDGE
COMMUNITY BOARD

“working together for the good of our communities”

Who to Contact

We are keen to further develop relationships and communicate with key community organisations, special interest groups, residents and businesses within the community. We have allocated portfolios to make it easier for people to contact a community board member who shares the same interest as you.

Arts/Culture	Alana MacKay & Sue Milner
Urban Mobility	Jo Davies-Colley & Andrew Myers
Community Connections	Jo Davies-Colley, Elise Badger, Andrew Myers & Alana MacKay
Special Projects	Elise Badger & Sue Milner
Community Services & Facilities	Alana MacKay & Sue Milner
Mana Whenua	Jo Davies-Colley & Elise Badger



Our Strategic Priorities

- **A new library/community hub**

We champion the opportunity to create a new library/community hub (integrating other community services) to replace our current library.

- **Urban mobility – Shakespeare Street**

We advocate for permanent active mobility safety measures across and through Shakespeare Street to be implemented immediately.

- **A vibrant and people friendly CBD**

We advocate for the Cambridge CBD to be a vibrant, connected and inspired public space with comfortable seating, spaces to rest and spaces to play. We want to see Cambridge be a welcoming town centre that supports active mobility, prioritises people and celebrates its culture and history.

The community board sees the town hall as one of Cambridge’s most significant assets that will become of higher value to Cambridge as upgrades are made.



Meetings, Agendas and Public Forum







We meet every third Wednesday of the month (excluding January & July), in the Kaipaki Room of the Waipā District Council Cambridge Service Centre, 23 Wilson Street, Cambridge. The meetings start at 6.00pm.

You can find our agendas here: <https://www.waipadc.govt.nz/our-council/agendas-and-minutes> or you can pick up a copy from any Waipā District Council office or library.

Our meetings are open to the public and they start with opportunity for residents to express an opinion or an idea in the public forum. Please let the governance team know if you want to speak in the public forum (governance.support@waipadc.govt.nz).

Strategic Priority Overview

When considering our strategic priorities, the community board endeavours to ensure they:

-  Are community driven, reflected and centred
-  Specific
-  Are advocated for in partnership with council staff and councillors
-  Demonstrate the purpose of the community board as an effective advocate for the needs of its community
-  Advocate for Cambridge to continue to be a great town to live in
-  Utilise Ahu Ake as a way of connecting with the community and council



COMMUNITY BOARD AGENDA



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Apologies**

1 PURPOSE - TAKE

A member who does not have leave of absence may tender an apology should they be absent from all or part of a meeting. The Chairperson (or acting chair) must invite apologies at the beginning of each meeting, including apologies for lateness and early departure. The meeting may accept or decline any apologies. Members may be recorded as absent on community board business where their absence is a result of a commitment made on behalf of the community board.

The acceptance of a member's apology constitutes a grant of 'leave of absence' for that specific meeting.

2 RECOMMENDATION – TŪTOHU Ā-KAIMAHI

That the Cambridge Community Board accepts the apologies for non-attendance from Board Member Milner



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Disclosure of Members' Interests**

1 PURPOSE - TAKE

Members are reminded to stand aside from decision making when a conflict arises between their role as an elected members and any private or external interest they may have.

COMMUNITY BOARD AGENDA



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Public Forum**

1 PURPOSE - TAKE

Public forums are designed to enable members of the public to bring matters, not necessarily on the meeting's agenda, to the attention of the local authority. In the case of a community board, any issue, idea or matter raised in a public forum must fall within the terms of reference of that body.

Requests to attend the public forum must be made to the Governance Team (Governance.Support@waipadc.govt.nz) at least one clear day before the meeting. Requests should outline the matter that will be addressed by the speaker.

Speakers can speak for up to five (5) minutes. No more than two speakers can speak on behalf of an organisation during a public forum. At the conclusion of the presentation elected members may ask questions of speakers. Questions are to be confined to obtaining information or clarification on matters raised by the speaker.

Following the public forum, no debate or decisions will be made at the meeting on issues raised during the forum unless related to items already on the agenda.

COMMUNITY BOARD AGENDA



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Minutes of the Previous Meeting**
Meeting Date: 21 June 2023

1 EXECUTIVE SUMMARY – WHAKARĀPOPOTOTANGA MATUA

The local authority, its committees, subcommittees and any local and community boards must keep minutes of their proceedings. These minutes must be kept in hard or electronic copy, authorised by a Chairperson’s manual or electronic signature once confirmed by resolution at a subsequent meeting. Once authorised the minutes are the *prima facie* evidence of the proceedings they relate to.

The only topic that may be discussed at a subsequent meeting, with respect to the minutes, is their correctness.

2 RECOMMENDATION – TŪTOHU Ā-KAIMAHI

That the Cambridge Community Board confirms the public and public excluded minutes of the meeting held 17 May 2023, as circulated with the agenda, as a true and correct record of proceedings

2 ATTACHMENT - ĀPITITANGA

Unconfirmed minutes and public excluded minutes of the Cambridge Community Board meeting 17 May 2023



Cambridge Community Board

Time: 6.01pm

Date: Wednesday 17 May 2023

Location: Kaipaki Room, Cambridge Service Centre, 23 Wilson Street, Cambridge

PRESENT

Chairperson

JM Davies-Colley

Members

EJ Badger; AJM MacKay; AD Myer; PTJ Coles; MG Montgomerie

Chairperson Davies-Colley opened the meeting with a karakia timatanga. Chairperson Davies-Colley noted that there will be a change to the order of the meeting due to staff availability and recommended that Item 7 Dog Control Policy and bylaw be moved to be the first substantive item on the agenda.

RESOLVED

5/23/30

That the Cambridge Community Board confirms the order of the meeting with Item 7 Dog Control Policy and Bylaw being moved to be ahead of Item 5 State Highway 1 Cambridge to Piarere Safety Improvement Project.

Davies-Colley/Badger

1 APOLOGIES

RESOLVED

5/23/31

That the Cambridge Community Board accepts the apologies for non-attendance from Member Milner

MacKay/Myers

2 DISCLOSURE OF MEMBERS' INTERESTS

There were no disclosures of members' interests

3 PUBLIC FORUM

There were no members of the public attending the public forum.

4 CONFIRMATION OF THE MINUTES OF THE PREVIOUS MEETING

The minutes of the meeting held 19 April 2023 were included in the agenda.

RESOLVED

5/23/32

That the Cambridge Community Board confirms the minutes of the meeting held 19 April 2023, as circulated with the agenda, as a true and correct record of proceedings

Davies-Colley/Badger

5 STATE HIGHWAY 1 CAMBRIDGE TO PIARERE SAFETY IMPROVEMENT PROJECT

This item followed Item 7 Dog Control Policy and Bylaw Review

Nael Abusaleh, James Caufield and Jane Thompson of Waka Kotahi presented the proposed three-stage temporary solution to traffic control for State Highway 1 from Cambridge to Piarere. They requested feedback from the community board about works to be carried out on the Keeleys Reserve because it would require the reserve to be closed for period of 6 to 7 weeks.

The community board withheld any recommendation until members were able to consider all options, with the point of view that Waka Kotahi avoid the summer school holiday period due to the high number of users of the reserve over that period.

Councillor Coles left the meeting at 6.52pm

RESOLVED

5/23/34

That the Cambridge Community Board

- a) Receives the information from Waka Kotahi regarding the U-turn bay at the entrance of Keeleys Reserve, and*
- b) Provides feedback to Waka Kotahi regarding the matter of the u-turn bay at the entrance of Keeleys Reserve.*

Badger/MacKay

6 SPORTS FIELD LEASE MODEL REVIEW OPTIONS

Councillor Coles rejoined the meeting at 6.54pm

Brad Ward, Manager Community Services and Hayley Lee, of Xyst, provided an update on the responses by sports clubs they had presented the options to date. The Community Board decided to provide feedback after consultation with community organisations.

RESOLVED

5/23/35

That the Cambridge Community Board receives the report of Brad Ward, Manager Community Services titled Sports Field Lease Model Review Options (document number 11006388).

Davies-Colley/MacKay

RESOLVED

5/23/36

That the Cambridge Community Board ranks the five sports field lease model options presented in the report in order of preference from 1 through 5 (1 being the preferred option and 5 being the least preferred), after consultation with the community.

Davies-Colley/Myers

Councillors Coles and Montgomerie abstained from the vote

7 DOG CONTROL POLICY AND BYLAW REVIEW

This item followed Item 4 Confirmation of the Minutes of the Previous Meeting

Graham Pollard, Strategic Projects Driver, and Karl Tutty, Manager Compliance, answered questions from the community board including whether the time on and off leash as proposed for Lake Te Koo Utu be also considered for the Karāpiro Doman, and clarity was sought on 7.2 of the policy about a person not being able to take more than four dogs at the same time into an area.

RESOLVED

5/23/33

That the Cambridge Community Board

- a. Receives the report of Graham Pollard, Strategic Projects Driver, titled '(Dog Control Policy and Bylaw review' (ECM 11006728); and*
- b. That the Cambridge Community Board puts in a submission to the Draft Dog Control Policy and Bylaw with the final approval of the submission by the chairperson.*

Colley-Davies/MacKay

8 CHAIRPERSON'S REPORT

Chairperson Davies-Colley presented her report. The Community Board discussed deferring the decision to allocate funding to Matariki events to the June 2023 meeting until more information about community events have been confirmed.

RESOLVED

5/23/37

That the Cambridge Community Board

- a) *Receives the report of Jo Davies-Colley, Chairperson Cambridge Community Board, titled Chairperson's Report – May 2023 (Document 11010082); and*
- b) *Defers the decision to allocate funding to Matariki from its discretionary fund to the June 2023 meeting.*

Davies-Colley/Myers

9 TREASURY REPORT

The report detailed the funds available to the Cambridge Community Board for the allocation of discretionary grants.

RESOLVED

5/23/38

That the Cambridge Community Board receive the report of Nada Milne, Financial Accountant titled Treasury Report - for the period ended 30 April 2023.

Badger/Davies-Colley

The community board discussed moving Item 10 Allocation of Discretionary Funds for May 2023 to the end of the meeting as there was some discussion required in public excluded. This allowed for members of the public to hear the rest of the meeting without having to leave the meeting room.

RESOLVED

5/23/39

That the Cambridge Community Board move Item 10 Allocation of Discretionary Funds for May 2023 to end of the meeting.

Coles/Badger

10 ALLOCATION OF DISCRETIONARY FUNDS FOR MAY 2023

This item followed Item 13 Date of Next Meeting

The community board discussed the one discretionary fund application received and allocated the funding.

RESOLVED

5/23/41

That the Cambridge Community Board removes the public from the following parts of the proceedings of this meeting.

The general subject of the matters to be considered while the public is excluded, the reason for passing this resolution in relation to each matter, and the specific grounds for excluding the public, as specified by s 48(1) of the Local Government Official Information and Meetings Act 1987 (LGOIMA), are set out below:

Meeting Item No. & Subject	Reason for excluding the public	Grounds for excluding the public
<i>Item 10, Appendix 2 – Financial records of discretionary fund requests</i>	<i>To protect information which is subject to an obligation of confidence where the making available of the information would be likely to: i. prejudice the supply of similar information, or information from the same source, where it is in the public interest that such information should continue to be supplied; or ii. would be likely otherwise to damage the public interest</i>	<i>LGOIMA s 48(1) s 7(2)(c)</i>

This resolution is made in reliance on section 48(1)(a) of the Local Government Official Information and Meetings Act 1987 and the particular interest or interests protected by Section 6 or Section 7 of that Act, or Sections 6, 7 or 9 of the Official Information Act 1982, as the case may, which would be prejudiced by the holding of the whole or relevant part of the proceedings of the meeting in public, are as follows:

Item No.	Section	Interest
<i>10, Appendix 2</i>	<i>Section 7(2)(c)</i>	<i>To protect information which is subject to an obligation of confidence where the making available of the information would be likely to prejudice the supply of similar information, or information from the same source, where it is in the public interest that such information should continue to be supplied</i>

Davies-Colley/Badger

The Cambridge Community Board returned to the public part of the meeting to allocate funding to the application.

RESOLVED

5/23/42

That the Cambridge Community Board

- a) *Receives the report of Keryn Phillips, Governance Officer, titled Discretionary Fund Allocation May 2023 (ECM 11010133);*
- b) *Allocates a grant of \$2,500.00 plus GST to the Cambridge Bowling Club from its discretionary fund on the condition that they send in a satisfactory accountability report for the funding allocated to the bowling club in the 2021/22 financial year.*

Davies-Colley/Badger

Board Member Myers voted against the motion

11 CHRISTMAS TREE BUDGET

This item followed Item 9 Treasury Report

The purpose of this report was to approve a budget for works completed on behalf of the community board for the Christmas tree in Victoria Square.

RESOLVED

5/23/40

That the Cambridge Community Board

- a) *Receives the report of Keryn Phillips, Governance Officer titled Payment of Invoice (ECM 11010051); and*
- b) *Approves payment of \$1,500.00 plus GST for installation and repair of the Cambridge Christmas Tree lights from its discretionary fund, with any unspent funds returned to uncommitted.*

Badger/MacKay

12 BOARD MEMBERS REPORTS FROM MEETINGS ATTENDED ON BEHALF OF THE CAMBRIDGE COMMUNITY BOARD

Chairperson Davies-Colley reported that the urban mobility group were finalising recommendations for intersections to go to the Service Delivery Committee for approval.

Board Member Badger reported that she had attended the Leamington Domain Master Plan, which was in a very early consultation stage with lease holders and understanding the history of the domain.

Board Member MacKay reported that that the Autumn Festival has an outline for the programme next year. She noted that Cambridge High School and St Peters School are struggling to fund host families for students from Bihoro.

Councillors Montgomerie and Coles reported that council had been reviewing the Gambling Policy and that new CCTV cameras were about to be installed in Cambridge.

Board Member Myers reported that he had attended the Safer Communities Trust meeting and at the Cambridge Connections meeting the group is shortlisting options. He is maintaining contact with Mercury regarding the Karāpiro Dam crossing.

13 DATE OF NEXT MEETING

The next Cambridge Community Board meeting is to be held at 6.00pm on Wednesday, 21 June 2023

Item 10 Allocation of Discretionary Funds May 2023 followed this item

Chairperson Davies-Colley closed the meeting with a karakia whakamutunga

That being all the business the meeting closed at 8.16pm

CONFIRMED AS A TRUE AND CORRECT RECORD OF PROCEEDINGS

CHAIRPERSON

DATE



PUBLIC EXCLUDED

Cambridge Community Board

Time: 7.57pm

Date: Wednesday 17 May 2023

Location: Kaipaki Room, Cambridge Service Centre, 23 Wilson Street, Cambridge

PRESENT

Chairperson

JM Davies-Colley

Members

EJ Badger; AJM MacKay; AD Myer; PTJ Coles; MG Montgomerie

10 ALLOCATION OF DISCRETIONARY FUNDS FOR MAY 2023

The meeting was adjourned at 7.58pm and reconvened at 8.05pm

Waipā District Council has delegated the Cambridge Community Board the authority to allocate discretionary funding, within the approved budget, providing that any decision to allocate any of those funds must be made in accordance with the requirements of section 10 of the Local Government Act 2002 to promote the social, economic, environmental, and cultural well-being of communities in the present and for the future.

The community board had received 1 application requesting \$10,000.00.

During the Public Excluded part of the meeting the community board discussed the financial details of the applications in Appendix 3 of the agenda.

The community board returned to the public part of the meeting to discuss the allocation of funding for the application at 8.10pm.

CONFIRMED AS A TRUE AND CORRECT RECORD OF PROCEEDINGS

CHAIRPERSON

DATE

COMMUNITY BOARD REPORT



INFORMATION ONLY

To: The Chairperson and Members of Cambridge Community Board
From: Graduate Strategic Projects Driver
Subject: **GAMBLING POLICY 2023 REVIEW**
Meeting Date: 21 June 2023

1 EXECUTIVE SUMMARY – WHAKARĀPOPOTOTANGA MATUA

The Gambling Policy (Policy) is due for review and staff are seeking feedback from the Cambridge Community Board on the Policy options.

Gambling is a legal activity and for the majority of those who participate in gambling, there are no negative effects or gambling related harm. Due to this staff do not have an opinion to provide “technical best practice” however one of the things to consider as part of the Policy direction is Council’s role in ‘promoting the social, economic, environmental, and cultural well-being of their communities’ as stated in the Local Government Act 2002.

Staff have prepared a Social Impact Assessment to provide context and to enable an informed discussion on the review of the Policy. A workshop was provided to the Mayor and Councillors on 9 May 2023 which included discussion on policy options and presentations from Class 4 gambling stakeholders/experts.

A Decision Report was presented to the Strategic Planning and Policy Committee at its meeting on 6 June 2023. Elected Members determined that the community be consulted on whether the current policy needs to be changed or is fit for purpose.

Feedback is sought on the following key policy issues :

1. The total number of Class 4 venue consents and gambling machines;
2. The number of new TAB venues;
3. Where gaming machine venues and/or TAB venues can be located;
4. Relocation policy

2 RECOMMENDATION – TŪTOHU Ā-KAIMAHI

That the Cambridge Community Board

- (a) Receive the report of Mieke Heyns (Graduate Strategic Projects Driver), titled “Gambling Policy 2023 Review”, (document number 10956214);*
- (b) Provide feedback on the Policy alternatives presented in this report.*

3 COMMENTARY - KŌRERO

Gambling Policy

The Gambling Act 2003 requires territorial authorities to adopt a policy on Class 4 gambling venues. Class 4 gambling involves gaming machines (“pokies”) outside of casinos.

The Policy must cover the matters relating to whether a Class 4 gambling venue can be established in the district, where they may be located and the number of gaming machines per venue. The Policy may include relocation provisions.

The Policy must be reviewed every three years.

The Racing Industry Act 2020 requires Council to adopt a TAB Venue Policy. The Policy must include whether or not new TAB Venues may be established and where they may be located.

Due to the similarities, the above policies were combined during the last review undertaken in 2019.

Social Impact Assessment

The Gambling Act 2003 requires Council to complete a Social Impact Assessment (SIA) as part of the Policy review when considering whether to include a ‘relocation policy’ in a gambling policy. The information contained in the SIA will enable staff and Elected Members to have a good understanding of the impacts of gambling in Waipā, and will support sound decision making.

Elected Member Workshop on 9 May

The workshop provided brief explanations of the Policy options covered in the SIA and was followed up by presentations from The Problem Gambling Foundation, The Gaming Machine Association of New Zealand and Te Tari Taiwhenua/ Department of Internal Affairs. Elected Members had an opportunity to ask questions of the presenters and to clarify issues raised in the SIA.

The questions raised by Elected Members centred around:

- The number of people who received gambling harm interventions;

- The difference between turnover versus actual loses in the Gaming Machine Profit statistics;
- How the deprivation index is created;
- ATMs and gaming venues;
- Online gambling;
- What other councils are doing in this space; and
- Community funding versus problem gambling harm.

The workshop concluded with staff seeking direction from Elected Members on the next steps in the Policy review. The direction provided was that the current policy did not require substantive change.

Strategic Planning and Policy Committee meeting on 6 June 2023

At this meeting, Elected Members resolved to consult on the Current Policy to seek community views on the Current Policy and on policy alternatives.

Policy Alternatives

The major policy alternatives include the following:

1. Total number of Class 4 venue consents and total gaming machines:
 - a. Keep the current gaming machine cap at 232, which can indirectly cap venue numbers; **or**
 - b. Adopt a sinking lid policy – which means that when a class 4 gambling venue closes, the council will not issue any other corporate society a consent to replace that venue or gaming machines, and the total number of gaming machines will reduce over time; **or**
 - c. Allow more Class 4 gaming venues and gaming machines i.e. remove the gaming machine cap.
2. Number of new TAB venues:
 - a. Keep as is (currently no limit); **or**
 - b. Limit number of new TAB venues.
3. Where gaming machine venues and/or TAB venues can be located:
 - a. Keep as is (currently no venues allowed to adjoin any school, or licensed early childhood centre); **or**
 - b. Allow venues to locate anywhere (subject to Waipā District Plan provisions); **or**
 - c. Further restrict venue locations to also not adjoin (for example) places of worship, and other community facilities.

4. Relocation policy (which enables Class 4 venues to retain their consent if they move premises):
 - a. Keep relocation policy; **or**
 - b. Remove relocation policy (aligns to a sinking lid).

Note that these are the key Policy alternative options and are not limited to these points. We are working with the Communications team in established how best to present these Policy alternatives to the community in a user friendly manner.

Indicative Timeline

The indicative timeline for initial consultation on whether the Gambling Policy should be amended or whether the current Policy is fit for purpose is as follows:

1. Community Boards, Pirongia Ward Committee and Mana Whenua asked for feedback on Policy alternatives.
2. Community consulted on policy alternatives and feedback consolidation.
3. Consultation feedback presented to Elected Members and decision made on whether to amend current Policy or not.
4. **If** the Policy is not amended, the review process is completed.
5. **If** it is decided that the Policy is to be amended a Special Consultative Procedure will follow, where the community is presented with a draft policy which would have been informed by the initial consultation. The community (including Community Boards and Mana Whenua) will be able to make submissions on the draft policy.

4 APPENDICES -ĀPITITANGA

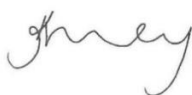
No:	Appendix Title
1	Gambling Policy 2019 – (ECM# 10095137)
2	Social Impact Assessment – Gambling in the Waipā District – March 2023 – (ECM# 10951007)



Prepared by: Mieke Heyns
STRATEGIC PROJECTS DRIVER



Reviewed by Melissa Russo
MANAGER - STRATEGY



Reviewed by Kirsty Downey
Group manager - Strategy



Approved by: Wayne Allan
GROUP MANAGER DISTRICTGROWTH & REGULATORY SERVICES

APPENDIX 1

Gambling Policy 2019 – [ECM #10095137]

APPENDIX 2

Social Impact Assessment of Gambling in the Waipā District - March 2023 – [ECM #10951007]

APPENDIX 1

Gambling Policy 2019 – *[ECM #10095137]*

GAMBLING POLICY

AUGUST 2019

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Issue	Reason for Issue	Author	Reviewer	Date
1				
2				

WAIPA DISTRICT GAMBLING POLICY

The Gambling Act 2003 and Racing Act 2003 require local authorities to adopt a class 4 gambling venues policy and Board venue policy respectively.

Due to the similarities between the requirements for the two policies they have been consolidated into one Gambling Policy.

PART 1: BOARD VENUES

Purpose and scope

Council is required by the Racing Act 2003 to maintain a Board Venue policy, and to periodically review the policy.

Section 65D of the Act details what the policy may include. The policy must specify whether or not new Board venues may be established in the territorial authority district and, if so, where they may be located. Venues are licensed and monitored by the Department of Internal Affairs.

Definitions

For the purposes of this Policy the following definitions shall apply:

Term	Definition
The Act	The Racing Act 2003.
Adjoin	Allotments sharing one or more common boundaries or separated only by a road width or similar equivalent.
Allotment	<ul style="list-style-type: none"> (a) Any parcel of land under the Land Transfer Act 1952 that is a continuous area and whose boundaries are shown separately on a survey plan; and (b) Any parcel of land or building or part of a building that is shown or identified separately: <ul style="list-style-type: none"> (i) On a survey plan; or (ii) On a licence within the meaning of Part 7 of the Land Transfer Act 1952; or (c) Any unit on a unit plan; or (d) Any parcel of land not subject to the Land Transfer Act 1952.
Board Venues (Venue)	Premises that are owned or leased by the New Zealand Racing Board and where the main business carried on at the premises is providing racing, betting or sports betting services under the Racing Act 2003.
Corporate Society	Shall have the same meaning as that used in the Gambling Act 2003 and shall include the New Zealand Racing Board and any societies that are racing clubs under the Racing Act 2003.
Licensed Early Childhood Centre	Shall have the same meaning as that used in the Education Act 1989.
School	Shall have the same meaning as that used in the Education Act 1989.

Objectives of the policy

- To support the purpose and intent of the Racing Act 2003;
- To ensure Council and the community has influence over the location of new Board Venues in the District; and
- To control the growth of gambling while allowing those who wish to participate in sports or racing gambling to do so within the Waipa District.

Locations where board venues may be established

Subject to compliance with the relevant provisions of the Waipa District Plan, Board Venues may only be established in accordance with the provisions of this Policy.

No Board Venue shall adjoin any school, or licensed early childhood centre.

Application for a board venue consent

A Board Venue Consent application may be lodged with the Waipa District Council at any time.

Applications to the Waipa District Council for a Board Venue consent must be made on the approved form and must provide:

- The name and contact details for the applicant, including the Corporate Society name, the venue trading name(s), any other name(s) related to the venue, and the venue operator's name(s);
- The street address of the place where the proposed Board Venue will be located;
- The names of key staff associated with the proposed Board Venue;
- The legal description (including a deposited plan number where relevant) clearly identifying the area where the proposed Board Venue is to be located; and
- Any other relevant information requested by the Council, or that the applicant wishes to provide in support of the application.

Application fees

All actual and reasonable costs of processing the application, including but not limited to any notification, consultation, administration costs, and/or inspections, may be charged to the applicant.

All applications must be accompanied by a deposit of \$600.00.

The deposit will be utilised to pay for costs and fees associated with the application. Any further costs or disbursements incurred in connection with processing the application over and above the deposit will be charged to the applicant.

In the event that an application is declined, any unused portion of the deposit will be refunded.

Regulations to prevail

Any regulations made pursuant to the Racing Act 2003 and its amendments shall prevail over any contrary provision of this Policy.

Application and review

Pursuant to section 65E of the Act Council must review this policy within three years of its adoption and within three years after each review. The policy may also be reviewed more often as required, to meet the needs of the organisation and best practice.

The policy will take effect from the date it is signed by both the policy owner and Chief Executive; however a one (1) year period from that point will be allowed for implementation and full compliance to be achieved.

PART 2: CLASS 4 GAMBLING VENUES

Purpose and scope

Council is required by the Gambling Act 2003 to maintain gambling-related policies, and to periodically review those policies. In relation to Class 4 Gambling Venues this Policy applies to:

- All venues/corporate societies wanting to increase the number of gambling machines that may be operated at a venue; and
- All applications for a new Class 4 gambling venue; and
- All venues established after 17 October 2001; and
- All venues for which no Class 4 gambling venue license has been held for the last six months.

Definitions

For the purposes of this Policy the following definitions shall apply:

Term	Definition
The Act	The Gambling Act 2003.
Adjoin	Allotments sharing one or more common boundaries or separated only by a road width or similar equivalent.
Allotment	<p>(a) Any parcel of land under the Land Transfer Act 1952 that is a continuous area and whose boundaries are shown separately on a survey plan; and</p> <p>(b) Any parcel of land or building or part of a building that is shown or identified separately:</p> <p style="margin-left: 20px;">(i) On a survey plan; or</p> <p style="margin-left: 20px;">(ii) On a licence within the meaning of Part 7 of the Land Transfer Act 1952; or</p> <p>(c) Any unit on a unit plan; or</p> <p>(d) Any parcel of land not subject to the Land Transfer Act 1952.</p>
Class 4 Gambling/Gaming Venue (venue)	Means a place used to conduct 'Class 4' gambling, not including a casino, that contains gaming machines (Non-Casino Gaming Machines (NCGMs), or 'pokies').
Pokie Trust/Corporate Society	Pokie trusts, defined as 'corporate societies' in Part 1 (4) of the Gambling Act 2003, are non-profit organisations that own and operate pokies and distribute part of their revenue to community groups in the form of authorised purpose grants. They include the New Zealand Racing Board and any societies that are racing clubs under the Racing Act 2003.
Non-Casino Gaming Machines	NCGMs or 'Pokies' are electronic gaming machines that operate outside of a casino location (typically a club, pub, bar

Term	Definition
(NCGMs)/Pokies/Gaming Machines	or hotel). They may also be called 'gaming machines' as defined in Part 1 (4) of the Gambling Act 2003.
Licensed Early Childhood Centre	Shall have the same meaning as that used in the Education Act 1989.
Primary Activity	The activity(s) primarily associated with and promoted by the Venue.
Private Club	A voluntary association of persons combined for a purpose other than personal gain.
Relocation Policy	For the avoidance of doubt section 8 of this policy constitutes the relocation policy of Waipa District Council.
School	Shall have the same meaning as that used in the Education Act 1989.
Society	A corporate society as defined in the Gambling Act 2003 (including reference to Section 33), which has an operator's licence for Class 4 Gaming machines.

Objectives of the policy

- To support the purpose and intent of the Gambling Act 2003;
- To provide for the continued availability of Class 4 gambling within the Waipa District in accordance with the purpose and intent of the Gambling Act 2003;
- To control the growth of Class 4 gambling machine numbers within the Waipa District;
- To avoid the establishment of Class 4 gambling activities in locations proximate to residential areas, or other identified sensitive land uses;
- To encourage responsible gambling practices and attitudes in Class 4 gambling venues;
- To reduce the exposure and risk of exposure of under-18 year old persons to gambling opportunities and the promotion of gambling; and
- To ensure as far as practicable that actual and reasonable costs relating to Class 4 Gambling Venue consent applications are borne by the applicant(s).

Locations where Class 4 gambling venues may be established

Subject to compliance with the relevant provisions of the Waipa District Plan, Class 4 Gambling Venues may only be established in accordance with the provisions of this Policy.

No Class 4 Gambling Venue shall adjoin any school, or licensed early childhood centre.

Primary activity of Class 4 gambling venues

The primary activity of any Class 4 Gambling Venue shall be:

- Sporting activities; or
- Private club activities; or

- Sale of liquor for consumption on the premises; or
- Board venues as defined by Section 5 of the Racing Act 2003.

Number of Class 4 gaming machines district-wide

The total number of gaming machines in Waipa District shall be capped so as not to exceed 232 machines (“the cap”) (this being the maximum approved number of gaming machines permitted to operate in Waipa District as at 26th March 2015).

The cap of 232 will remain in place until the next review of this policy.

Number of gaming machines per Class 4 gambling venue

Subject to meeting the other requirements of this Policy, all new Class 4 Gambling Venues that wish to have gaming machines may operate a maximum of no more than nine gaming machines per Class 4 Gambling Venue.

Relocation Policy

Where an existing Class 4 Gambling Venue is ceasing to operate, the Council or its delegated officer may, at its or their own discretion, allow the transfer of existing venue conditions to another location(s) that meets the criteria of the existing policy.

Generally, the conditions to be met for a transfer of venue conditions to be considered, in addition to those contained elsewhere in this policy, are:

- The existing venue must be ceasing to operate as a Class 4 Gambling venue;
- The new venue must be operated by the same corporate society operating the existing venue;
- The new venue will be permitted to have the same number of machines as the existing venue, subject to any restrictions applicable under the Gambling Act 2003; and
- The merging of existing venue conditions and transferred venue conditions is not permitted.

Application for a Class 4 gambling venue consent

An application for a Class 4 Gambling Venue Consent may be lodged with the Waipa District Council at any time.

Applications to Waipa District Council for a Class 4 Gambling Venue Consent must be made on the approved form and must provide:

- The name and contact details for the applicant, including the Corporate Society name, the venue trading name(s), any other name(s) related to the venue, and the venue operator’s name(s);

- The street address of the place where the proposed Class 4 Gambling Venue will be located;
- The names of key staff associated with the proposed Class 4 Gambling Venue;
- Evidence of police approval for owners and managers associated with the proposed Class 4 Gambling Venue;
- Details of liquor licence(s) granted for, or proposed for, the proposed Class 4 Gambling Venue;
- The legal description (including a deposited plan number where relevant) clearly identifying the area where the proposed Class 4 Gambling Venue is to be located; and
- Any other relevant information requested by the Council, or that the applicant wishes to provide in support of the application.

Application fees

All actual and reasonable costs of processing the application, including but not limited to any notification, consultation, administration costs, and/or inspections, may be charged to the applicant.

All applications must be accompanied by a deposit of \$600.00.

The deposit will be utilised to pay for costs and fees associated with the application. Any further costs or disbursements incurred in connection with processing the application over and above the deposit will be charged to the applicant.

In the event that an application is declined, any unused portion of the deposit will be refunded.

Regulations to prevail

Any regulations made pursuant to the Gambling Act 2003 and its amendments shall prevail over any contrary provision of this Policy.

Application and review

Pursuant to section 102 of the Act Council must review this policy within three years of its adoption and within three years after each review. The policy may also be reviewed more often as required, to meet the needs of the organisation and best practice.

The policy will take effect from the date it is signed by both the policy owner and Chief Executive; however a one (1) year period from that point will be allowed for implementation and full compliance to be achieved.

Signed: 
Kirsty Downey
MANAGER – STRATEGY (POLICY OWNER)

Date: 28/8/19

Signed: 
Garry Dyet
CHIEF EXECUTIVE

Date: 29/8/19.



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APPENDIX 2

Social Impact Assessment of Gambling in the Waipā District - March 2023 – [ECM #10951007]

Social Impact Assessment of Gambling in the Waipā District 2023

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Executive Summary

The Social Impact Assessment of Gambling in the Waipā District 2023 has been prepared in order to provide a comprehensive overview of the gambling situation in the district, with a focus on Class 4 gambling and TAB NZ.

Impact of gambling

Gambling is a significant issue in Aotearoa New Zealand with around 1 in 5 adults being adversely affected at some time in their lives by their own gambling or the gambling of others. However, many community groups also rely on the funding provided by Class 4 gambling.

The Waipā district has 232 gaming machines (also known as pokies), located at 15 venues. Of these venues, most are private, three are owned by clubs and one is owned by TAB NZ.

There are inequalities in how gambling harm affects different parts of the Waipā community. This needs to be considered when looking at the four areas that gambling impacts; social, system, economic and community.

Employment and Entertainment

Class 4 gambling and TAB betting provide employment and entertainment, with most people gambling for leisure. Research suggests that there is scope for creating more full-time equivalent jobs if gambling expenditure was removed and switched to retail spending instead.

Community Funding

Of the \$4,827,578.45 spent on gambling in the Waipā district in the first half of 2022, just under 10% of that was returned to the community in the form of community grants. The money spent on gaming machines in Waipā is not necessarily returned to Waipā as the money goes into a pool of funds that can be accessed nationally. A criticism of this system is that the funds are predominantly raised from individuals living in more highly deprived areas and distributed to groups living in less deprived areas.

Gambling Harm

Problem gambling affects not just the problem gambler but those close to them as well. Problem gambling is most commonly associated with gaming machines, with approximately 22% of people experiencing gambling harm at some stage. In Waipā, approximately \$28,000 is lost each day to Class 4 gambling. Whilst gambling participation has decreased for the general population, harmful gambling prevalence has not declined. This can be seen in Waipā with spending on Class 4 gambling increasing along with the number of people accessing gambling treatment services, although there are none of these located in Waipā.

Online gambling

Although online gambling is out of the jurisdiction of the Waipā District Council gambling policy, it is an issue frequently related to Class 4 gambling. There is potential for Council's decisions relating to Class 4 gambling and TAB locations to be reflected in online gambling behaviour.

Stakeholder feedback

Initial feedback on Waipā District Council's current gambling policy was sought from key stakeholders (central government departments, gaming machine societies, gaming machine venues, and gambling harm treatment services). Of the 38 letters sent during January and February 2023, 10 responses were received. The issues covered by the responses ranged from approval of the current policy to supporting the adoption of a sinking lid policy and lobbying the government for stronger regulations. No respondents supported having less regulation than is currently in place.

Policy options

There are several policy options available to Waipā District Council.

Current Policy

- A cap at 232 gaming machines.
- A relocation policy.
- Primary activity of Class 4 venue is not allowed to be gambling
- TAB venues are not allowed to adjoin any school, or licensed early childhood centre.

Minimum Standards

- Maximum number of gaming machines at a Class 4 venue - 18 if a class 4 licence was held before 17 October 2001 and 9 after this date.
- If clubs merge, the number of gaming machines is the lesser of 30 or the sum of the gaming machines previously held under a Class 4 licence.
- Councils must state where Class 4 venues can be located
- Councils must state if new TAB venues can be established and the location of these new venues.

Relocation Policy

A venue with a Class 4 licence can move to a new location, with the same requirements applying to the new venue as the old.

Absolute Caps

Places a total limit on the number of gaming machines or Class 4 venues within the district. Shown to reduce the number of gaming machines, Class 4 venues, and expenditure.

Per Capita Caps

Limits number of gaming machines and venues in proportion to population. Shown to reduce gaming machines and venues.

Sinking Lid

This is a cap on the number of gaming machines or Class 4 venues allowed in the district which sinks as venues lose their licences or close. Shown to reduce gaming machine expenditure contemporaneously and in lagged years.

Please refer to [Appendix A](#) for a list of definitions.



**Socially
resilient**



**Cultural
champions**



**Environmental
champions**



**Economically
progressive**

Purpose of the Social Impact Assessment

Waipā District Council (Council) is required to have a Class 4 venue gambling policy, which must be reviewed every 3 years. Before adopting a policy, Council must consider the social impact that gambling has on the Waipā community. In addition, under the Racing Industry Act 2020, Council is required to maintain a "TAB Venue" policy, which must also be reviewed every 3 years. The social impact of gambling within the district must be taken into account before adopting any such policy.

Council has combined its Class 4 Gambling Venues policy with its TAB Venue policy into one, which is subject to the same 3-yearly review cycle. This assessment assesses the social impact of gambling in the district.

Scope

Although there are several types of gambling available in the Waipā district, including Lotto, scratch tickets, and increasingly, internet gambling, Council's policy must only apply to Class 4 gambling venues and TAB venues.

This report provides an overview of gambling activity in the Waipā district, with a particular focus on Class 4 gambling because:

- Class 4 gambling's significance as a high turnover gambling activity;
- Class 4 gambling being the biggest contributor to problem gambling and gambling harm compared to other types of gambling¹;
- The significance of grants received from the proceeds of Class 4 gambling; and
- Council's role in regulating Class 4 venues.

The other form of gambling touched on in this report is that provided by TAB venues.

Method

This report has been prepared using the following methods:

- Review and analysis of secondary data;
- Literature review and analysis; and
- Feedback from key stakeholders (central government departments, gaming machine societies, gaming machine venues, and gambling harm treatment services).

Data Analysis

The primary sources of data for this report were Te Tari Taiwhenua The Department of Internal Affairs (DIA), Manatū Hauora Ministry of Health (Manatū Hauora), Stats NZ, and [Granted.govt.nz](https://www.granted.govt.nz).

All efforts have been made to have data current to April 2023, unless specified in the text. In many instances more recent data was not available.

¹ Manatū Hauora Ministry of Health (2022)

Notes on the data:

- Information is usually shown with national level trends first, followed by Waipā district level information. This is to show overall trends as there is often less availability of district level data.
- The impacts of inflation are not considered in the financial figures.
- Population statistics are based on the 2018 Census. A review of the 2018 Census concluded there was limited participation, particularly amongst Māori and Pasifika communities.
- After relatively stable trends in Class 4 gambling, the COVID-19 lockdowns and associated upheaval has made it difficult to predict future trends in the data.

Legislative Requirements

The Waipā District Council Gambling Policy 2019 combines the Class 4 Venue Policy under the Gambling Act 2003 with the TAB Venue Policy under the Racing Act 2003 (now replaced by the Racing Industry Act 2020) (the Acts). The Acts require territorial authorities (councils) to have a policy on Class 4 gambling and TAB venues respectively, and review it every 3 years. The Acts also require the Council to consider the social impact of gambling within Waipā when adopting its gambling policy.

Class 4 Venue Policy

Council's gambling policy must cover the following (under the Gambling Act 2003):

- where and if Class 4 venues can be located within the district.

Council's gambling policy may include the following:

- restrictions on the maximum number of gaming machines at a Class 4 venue;
- a relocation policy, which relates to setting out if and when consent will be granted where a venue is intended to relocate from an existing venue;

TAB Venue Policy

The Racing Industry Act 2020 requires councils to have a policy on TAB venues. This policy must cover:

- if new TAB Venues can be located within the district;
- where new TAB venues can be located within the district;

Review Requirements

The Waipā District Council's Gambling Policy must be reviewed every 3 years and can only be amended or replaced according to the special consultative procedure, as set out in in the Local Government Act 2002.

Gambling in Aotearoa New Zealand Overview

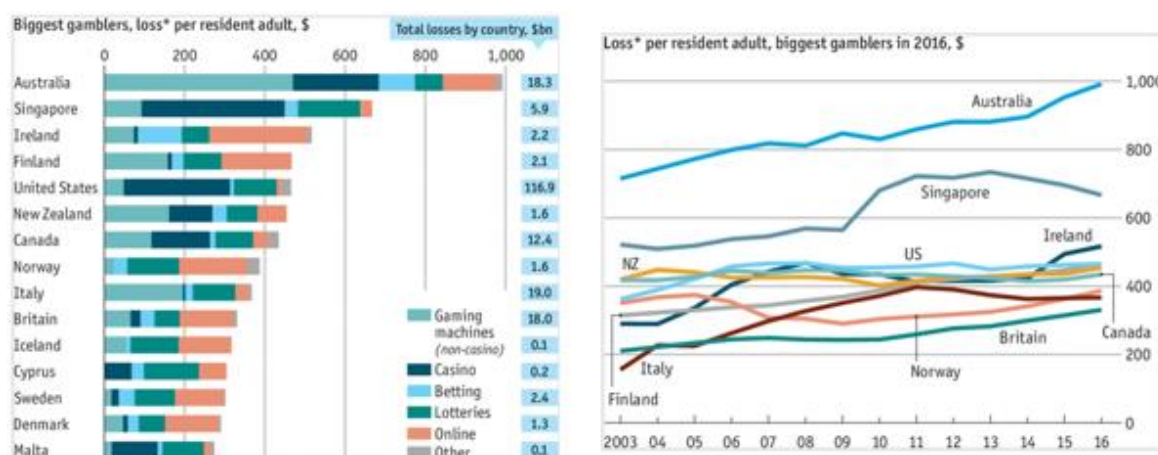


Figure 1: Biggest Gamblers around the world in February 2017².

According to The Economist (2017), Aotearoa New Zealand as a whole, is the 6th biggest spender on gambling activities in the world per resident (Figure 1). This statistic indicates that gambling touches many people around the country, with an estimated 2.8 million New Zealanders participating in some form of gambling³. The \$2,254,000,000 spent on gambling in the 2021/22 financial year was divided up amongst the 4 types of gambling in the country – TAB NZ, Lotto, Class 4 gaming machines and casinos, with Class 4 gaming machines making up the largest part of the spending (Figure 2).



Figure 2: Net amount spent by people gambling in New Zealand. Note: All values are actual (not inflation adjusted), in NZ dollars, GST inclusive. Gambling Expenditure Statistics show the amount lost by gamblers (operator’s profits) for the four main types of gambling activity at the end of each financial year⁴.

² The Economist (2017)

³ Te Hiringa Hauora (2020)

⁴ Te Tari Taiwhenua (2023)

In terms of popularity, the most popular forms of gambling in 2020 were any Lotto products (with 59.1% participation), followed by online gambling (26.7%), horse, dog or sports events (10.9%), and gaming machines at either a pub, club or casino(10.9%) (Figure 3)⁵.

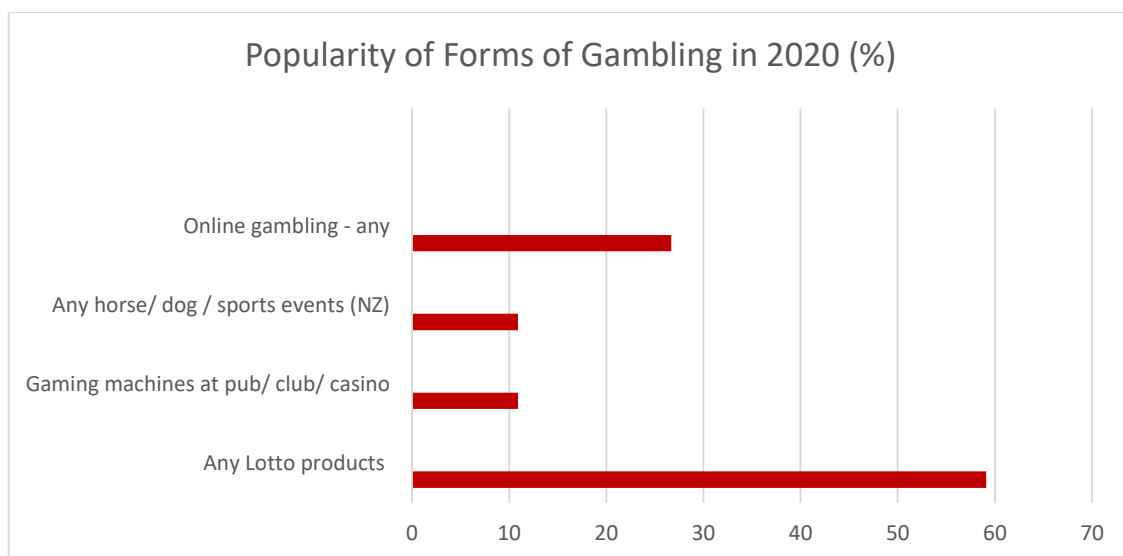


Figure 3: Most popular forms of gambling in 2020 in Aotearoa New Zealand (per centage who participated during the past 12 months).

The DIA reports that in Aotearoa New Zealand in December 2022 there were 14,503 gaming machines – 201 less than in September 2021. At the same time there were 1028 Class 4 venues – 249 less than in December 2021 (Figures 4 and 5)⁶. This reflects a decreasing trend since venues peaked at more than 2,200 in the late 1990s and gaming machines peaked at 25,221 in June 2003.

Despite the decline in venue and machine numbers, total gaming machine expenditure continues to increase (Figure 6), and so does Class 4 gaming machine profits (Figure 7).

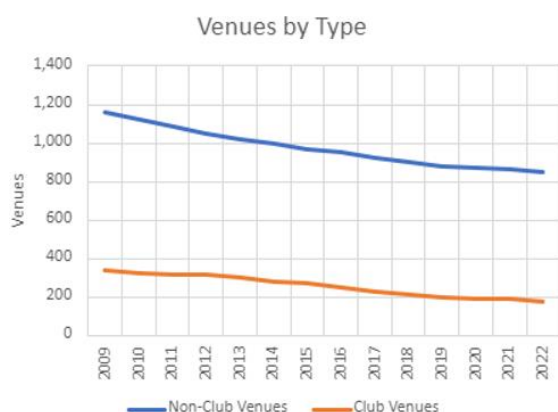


Figure 5: Number of Class 4 venues across Aotearoa New Zealand 2009 - 2022.

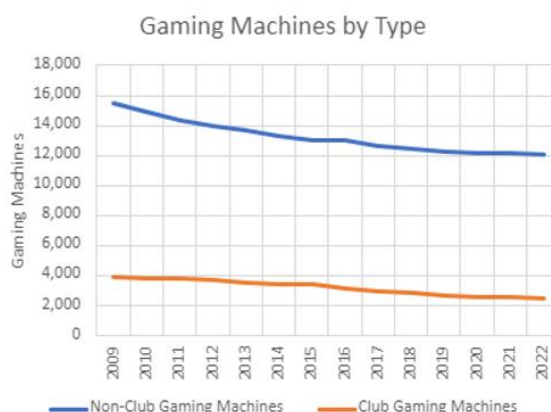


Figure 4: Number of gaming machines across Aotearoa New Zealand 2009 - 2022 .

⁵ Te Hiringa Hauora and Kupe (2020)

⁶ Te Tari Taiwhenua Internal Affairs (2023c)



Figure 6: Summary of annual expenditure – all gambling activities. The table shows actual dollars (non-adjusted) for gambling operators' financial year-end⁷.

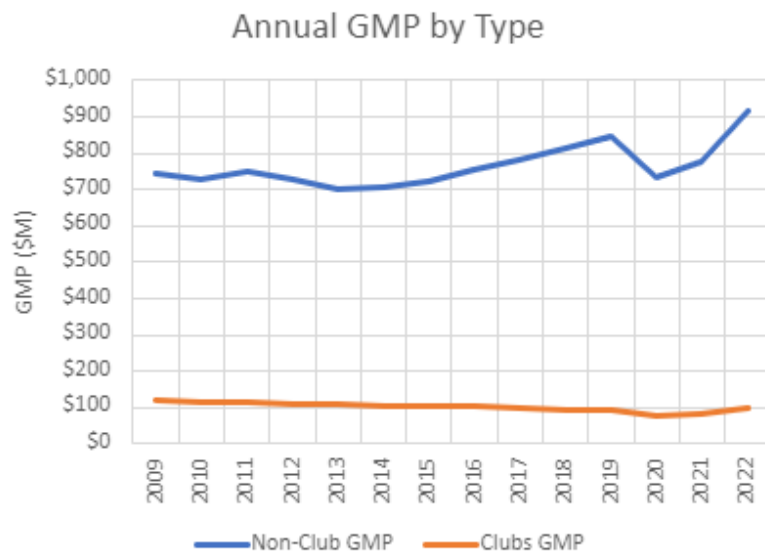


Figure 7: Gaming machine profits in all of Aotearoa New Zealand by corporate society type (2009 - 2022)⁸.

The reason these figures are significant is because an estimated 4.5% (~230,000 New Zealanders) have a gambling problem⁹ and research shows that one in five New Zealand adults (22%) are affected at some time in their lives by their own or others' gambling¹⁰.

⁷ Te Tari Taiwhenua Internal Affairs (2023c)

⁸ Te Tari Taiwhenua Internal Affairs (2023b)

⁹ Kupe Data Explorer (n.d.)

¹⁰ Thimasarn-Anwar et. al. (2017)

How the Class 4 Gambling System Works

Class 4 gambling generally involves a gaming machine (also known as a pokie machine). Gambling can also be classed as Class 4 if the net proceeds are used for ‘*authorised purposes*’¹¹, no commission is paid for conducting the gambling, there are games rules, the gambling follows these rules, and the Secretary for Internal Affairs has classed it as Class 4 gambling. Class 4 gambling does not include gaming machines in casinos.

The Council has the ability to regulate the number of gaming machines and the number and location of Class 4 gambling venues that can be established in the district.

Other issues relating to Class 4 gambling are regulated by the DIA, who is responsible for regulating the gambling sector in Aotearoa New Zealand. The DIA covers issues including:

- supervision of the premises;
- the character of the operators;
- distribution of proceeds from the gaming machines; and
- procedures to minimise harm from gambling, including mandated host responsibilities.

Class 4 gambling is operated on a not-for-profit basis, with the aim of creating money to return to communities through grants. The community grants aspect of the Class 4 system is unique to Aotearoa New Zealand. In most other jurisdictions gambling is a for-profit activity¹². The grants are distributed by corporate societies to groups who apply for the grants.

Corporate societies

Corporate societies are also called gaming machine societies, gaming societies or Class 4 societies, and are sometimes referred to as Trusts or Pokie Trusts. To be eligible for a licence under the Gambling Act 2003, the corporate societies must be completely non-commercial and be created to raise funds for community or authorised purposes.

There are two types of corporate society that operate gaming machines:

Clubs

Those that use funds for their own purposes. In Waipā there are 3 clubs - Cambridge Cosmopolitan Club Inc, Te Awamutu and District Memorial RSA, and Waipā Workingmens Club Inc.

Society

Those that make grants to other bodies for community purposes e.g. Grassroots Trust Limited.

¹¹ Authorised purpose includes a charitable purpose, a non-commercial purpose that is beneficial to the whole or a section of the community and promoting, controlling, and conducting race meetings including payment of stakes under the Racing Industry Act 2020.

¹² Te Tari Taiwhenua Internal Affairs (2016)

Societies own the gaming machines but operate them at a host's venue. Clubs own the gaming machines and operate them at their own venues. Societies enter into agreements with venues to host the society's gaming machines in return for a commission payment based on weekly turnover. Venues receive a commission payment of up to 1.28% of their weekly turnover, capped at 16% of their net annual *gaming machine proceeds*¹³. The commission rate is set at a level that is intended to return the actual cost of operating Class 4 gambling without allowing pubs and bars to make a profit from the operation of gaming machines. Venues must keep gaming machine proceeds separate from all other funds. All gaming machines in Class 4 venues are electronically monitored to determine how much money has been put into each machine.

The Boards of corporate societies are self-appointed, with no public accountability for decisions made on how money is spent other than it needs to be within the scope of authorised purposes. This is important to note as they decide which groups do and do not receive the grant money from gaming machines, creating a risk of self-interest and inequality in the system¹⁴.

Grants

Societies put money back into the community by way of grants. Societies can only grant money (distribute the gaming machine proceeds) to authorised purposes (see Footnote 11). Not all the money lost by gamblers on gaming machines is returned to the community. About a quarter of the proceeds is spent on fixed costs such as government duties, levies and licensing fees (Figure 8). Another portion of the proceeds is used by societies to meet 'actual, reasonable and necessary' operating costs which they incur in running their Class 4 operations. What is left is called gaming machine proceeds or net proceeds, and must be allocated to authorised community purposes.

Societies must return to the community a minimum of 40% of gaming machine proceeds, excluding GST, in each financial year. If societies are unable to meet the minimum rate, the DIA can revoke or not renew their operating licence.

¹³ The net annual gaming machine proceeds is the amount remaining from gaming machine proceeds, after various costs, levies and taxes have been deducted.

¹⁴ PGF Group, Hāpai Te Hauora, and The Salvation Army (2020)

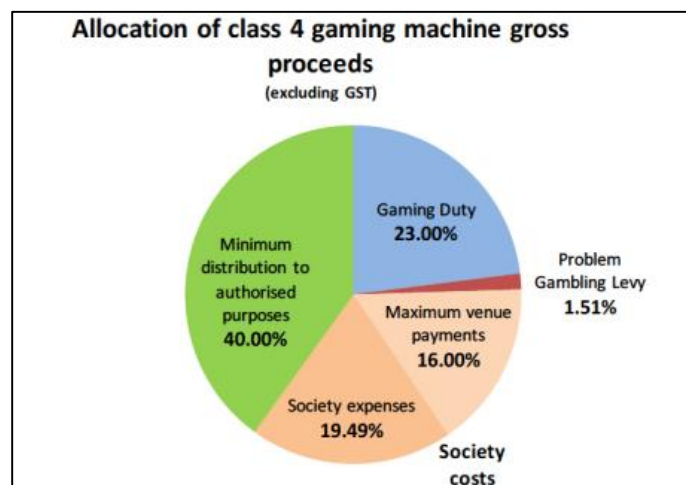


Figure 8: Allocation of Class 4 gaming machine gross proceeds (excluding GST)¹⁵.

Gaming machines

Gaming machines, non-casino electronic gaming machines or electronic gaming machines are the formal name for pokies. Corporate societies are licensed by the DIA to operate gaming machines in clubs (such as the RSA or Cosmopolitan Club) or in commercial venues (pubs, bars and hotels).

The design of gaming machines is tightly regulated, with the return to player rate (the ratio of total wins) theoretically being 100%¹⁶, however, most return rates are set between 78% and 92%¹⁷.

Levies

The Acts created a gambling levy to 'recover the cost of developing, managing, and delivering the integrated problem gambling strategy'¹⁸. The levy must be paid to Inland Revenue on all gambling profits. The levy rates are set by regulation at least every three years, with the current levy period (1 July 2022 to 30 June 2025) being set at 1.8% (GST exclusive) for gaming machines. The formula for calculating the levy considers player expenditure, number of client presentations to problem gambling services, previous levy expenditure, and the funding requirement for the period for which the levy is payable¹⁹. The levy reimburses the Crown for the cost of problem gambling services delivered by Manatū Hauora.

How the TAB NZ System Works

TAB NZ is a statutory body established through the Racing Industry Act 2020 which provides betting services to New Zealanders and also provides returns back to Aotearoa New Zealand racing and sporting organisations. TAB outlets can be stand-alone (dedicated TAB store), or

¹⁵ Te Tari Taiwhenua Internal Affairs (2016)

¹⁶ "Australian/New Zealand Gaming Machine National Standard 11.0" (2022)

¹⁷ True (2023)

¹⁸ Gambling Act 2003 Section 319(2)

¹⁹ Ministry of Health (2022)

operate within pubs or clubs (bets can be placed either at the bar or by using a *Self Service Terminal*²⁰). There are over 550 TAB stores across Aotearoa New Zealand.

Board Venues

TAB Venues are properties owned or leased by TAB NZ where the main business carried out is to provide racing and sports betting services governed by the Racing Industry Act 2020. These are standalone or distinct venues and do not include TAB outlets or agencies that are additional activities of a bar or hotel, such as self-service TAB terminals, which territorial authorities cannot regulate. Gambling that occurs in a TAB Venue is often sport and animal racing focused but can also include gaming machines. TAB operates Class 4 gaming machines in 44 of its TAB Venues across Aotearoa New Zealand²¹.

TAB Grants

TAB will mainly apply the net proceeds generated from its Class 4 Gaming Operation to its own Racing Authorised Purposes for the promotion, control and conduct of a race meeting (as defined in the Racing Industry Act 2022). TAB has determined that at least 80% of its net proceeds shall be applied to the Racing Authorised Purposes. TAB will also distribute net proceeds to the communities of Aotearoa New Zealand, in accordance with its Sports Authorised Purpose, and has determined that up to 20% of its net proceeds shall be distributed under its Sports Authorised Purposes²².

Waipā District – The Gambling Landscape

Class 4 Gambling Venues and Gaming Machines

In January 2023 all 232 licences for gaming machines in the Waipā district were allocated. The gaming machines are located in 15 approved venues across Te Awamutu, Kihikihi and Cambridge (Table 1). Please note that the 18 gaming machines associated with the Masonic Hotel are currently not in operation as the venue is being renovated. Close up maps of the interest area are provided under Figure 13 and 14. During 2022, Class 4 expenditure (player losses) in Waipā was \$10,287,084.71 (Figure 9).

²⁰ A Self Service Terminal is a touch screen terminal that allows you to place your own bets. They are usually located within another business such as a hotel.

²¹ TAB NZ (n.d.)

²² TAB NZ (n.d.)

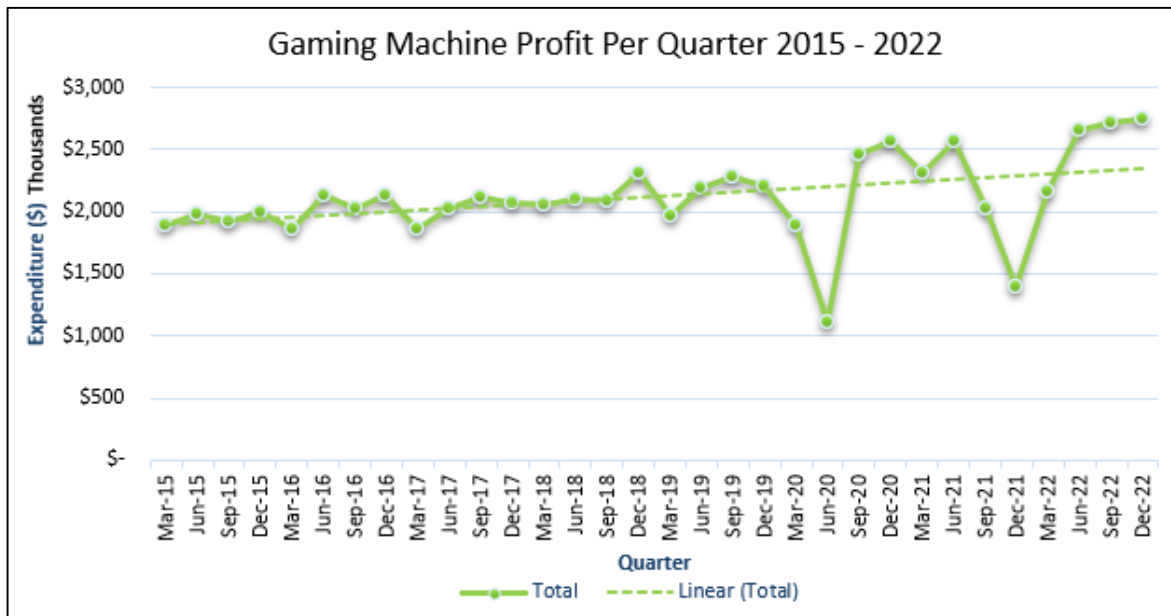


Figure 9: Quarterly Class 4 Gambling Expenditure in Waipā District (2015 – 2022)²³.

Waipā District Council and Class 4 Gambling

Waipā District Council has been the recipient of Class 4 gambling grants. In 2019 the Council was the second biggest grant recipient, receiving \$200,000 from Grassroots Trust (Figure 10). The 2019 grant was applied for and received for the Perry Aquatic Centre in Cambridge. The Council has also applied for and received money from Trillian Trust for the Perry Community Water Sports Centre at Karāpiro.

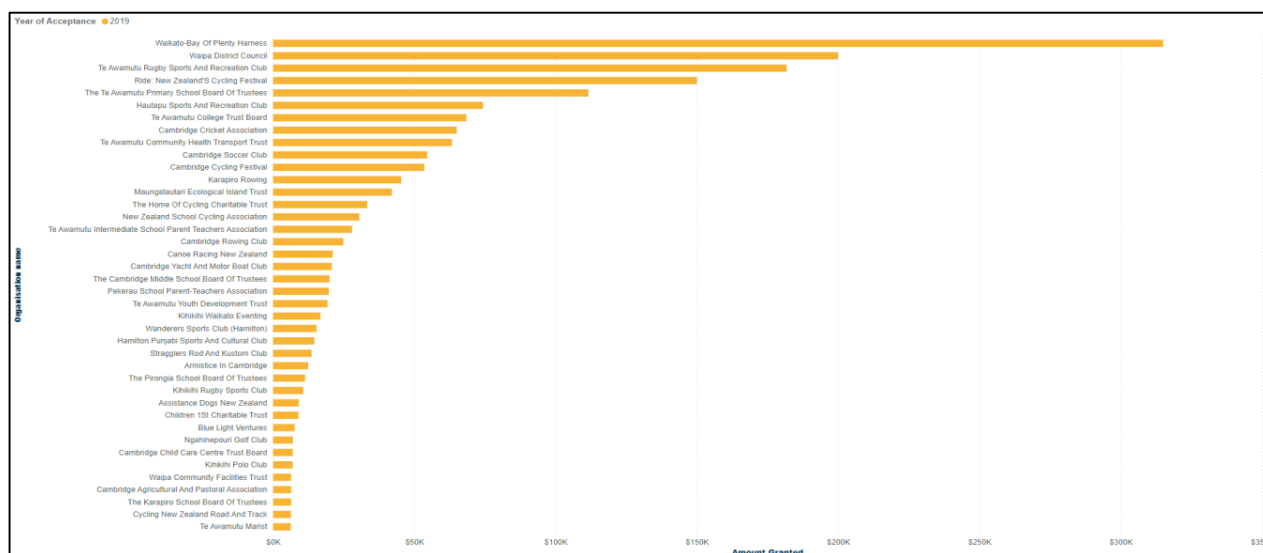


Figure 10: Amount Granted by Organisation in Waipā District 2019²⁴

²³ Te Tari Taiwhenua Internal Affairs (2023c)

²⁴ Te Tari Taiwhenua Internal Affairs (2023)

Table 1: Gaming Venues and Gaming Machines in Waipā District (December 2022)²⁵.

#	Location	Corporate Society Name	Venue Name	Venue Type	Number of Gaming Machines	Amount of Grants to Waipā in 2022	
1	Leamington	Cambridge Cosmopolitan Club Inc	Cambridge Cosmopolitan Club Inc	Non-Commercial: Cosmopolitan Club	18	Internal grants only	
2	Te Awamutu	Te Awamutu and District Memorial RSA Incorporated	Te Awamutu and District Memorial RSA	Non-Commercial: RSA Club	18	Internal grants only	
3	Te Awamutu	Waipā Workingmens Club Inc	Waipā Workingmens Club Inc	Non-Commercial: Workingmen's Club	18	Internal grants only	
4	Leamington	Grassroots Trust Limited	Five Stags	Tavern	18	\$281,063.00	
5	Te Awamutu	Grassroots Trust Limited	The Firkin Sports Bar	Tavern	18		
6	Te Awamutu	Grassroots Trust Limited	Joy's Place/ Joys Bar and Bistro	Tavern	18		
7	Te Awamutu	Grassroots Trust Limited	Oval Sports Bar – Grassroots Trust Limited	Tavern	9		
8	Kihikihi	Grassroots Trust Limited	Star Tavern	Tavern	18		
9	Cambridge	Grassroots Trust Limited	Prince Albert Olde English Pub	Tavern	18		
10	Cambridge	Grassroots Trust Limited	The Clubhouse Cafe and Sports Bar	Tavern	9		
11	Cambridge	TAB New Zealand	Cambridge TAB. NZ Racing Board	TAB	9		\$0.00
12	Cambridge	Trillion Trust limited	Group One Turf Bar	Tavern	18		\$80,032
13	Cambridge	Pub Charity Limited	Masonic Hotel	Hotel	18		\$81,541.00
14	Te Awamutu	Milestone Foundation Limited	Peach and Porker	Restaurant	18	\$0.00	
15	Te Awamutu	The Lion Foundation 2008	Stallions (formerly Station 32)	Tavern	7	\$12,176.00	
TOTAL					232	\$454,812	
Note that Granted.govt.nz (Te Tari Taiwhenua Internal Affairs (2022)) shows another \$26,216 granted to Waipā district during 2022 (Jan – June) through One Foundation (25,00) and Akarana Community Trust (\$1,217).							

²⁵ Waipā District Council and Te Tari Taiwhenua Internal Affairs (2022)

Spatial Relationship Between Gaming Machines, Problem Gambling and the Deprivation Index

There is evidence that problem gambling occurs more frequently in areas with higher concentrations of gaming machines and that there is little evidence that the number of problem gamblers will reach a maximum plateau. However, researchers say there is often other complex factors that are hard to capture in the studies ²⁶.

There is limited research on the impact that the proximity of gaming machines has on the prevalence of problem gambling, with Erwin *et al.* (2020) finding little statistical significance in this area but noting that there is scope for further research.

Studies have also found correlation between gaming machine profits and gaming machine density, meaning that the closer the gaming machines are to each other, the higher the spending. This is further backed up by studies finding that there is a connection between closer proximity to gambling venues as well as gaming machine density increases with an increase in problem gambling instances²⁷.

A study by Manatū Hauora found that being a problem gambler was significantly associated with living closer to gambling venues. These findings suggest that policies aimed at preventing and minimising gambling related harm could focus on environmental modifications, which increase people’s distance to gambling venues²⁸.

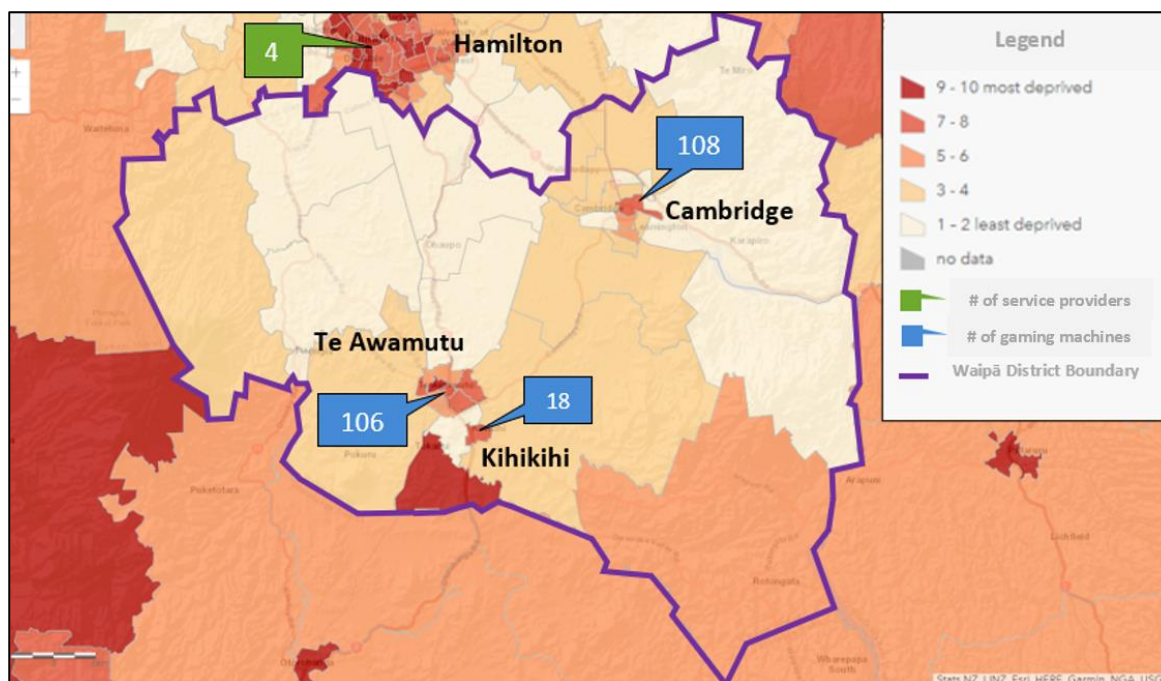


Figure 11: Map showing the Waipā district, New Zealand Index of Deprivation (NZDep2018)²⁹ and the number and location of gaming machines and gambling venues.

²⁶ Storer, Abbott, and Stubbs (2009)
²⁷ Ward, McIvor, and Bracewell (2019)
²⁸ Ministry of Health (2008)
²⁹ Atkinson, Salmond, & Crampton (2019)

The 2018 New Zealand Index of Multiple Deprivation (NZDep 2018) is a set of tools for identifying concentrations of deprivation in Aotearoa New Zealand. The NZDep 2018 is often used in relation to spatially locating Class 4 venues (Figure 11).

The NZDep 2018 comprises 29 indicators grouped into seven domains of deprivation: Employment, Income, Crime, Housing, Health, Education and Access to services (Figure 12). NZDep 2018 is the combination of these seven domains, which may be used individually or combined. The output is a decile score with 10 being most deprived and 1 being least deprived.

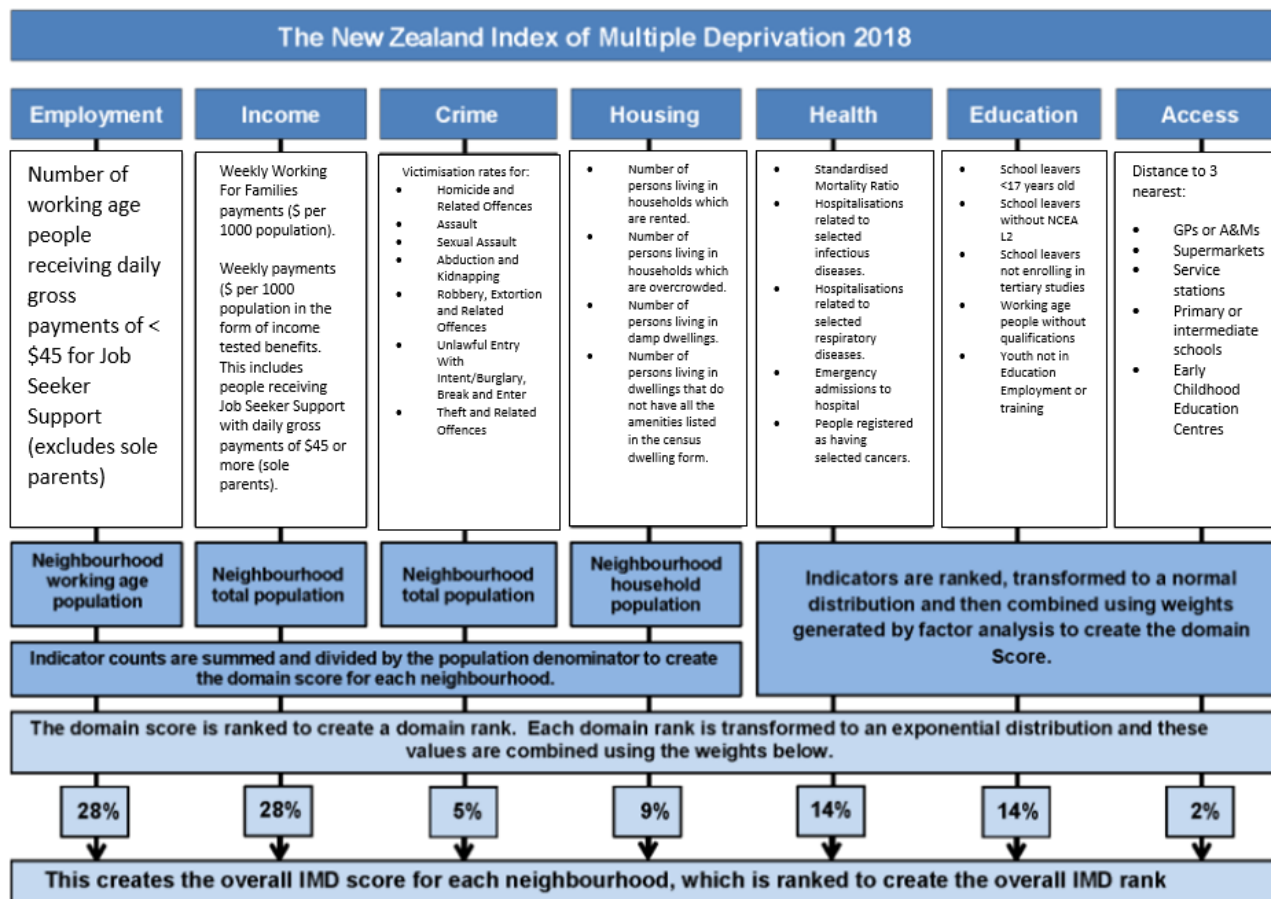


Figure 12: The New Zealand Index of Multiple Deprivation 2018³⁰.

How this looks in Waipā

In Waipā, the town centres of Kihikihi, Te Awamutu (Figure 13) and Cambridge (Figure 14) are all at the more deprived end of the scale, which is where most of the Class 4 gambling venues are located. **The high deprivation score in the centre of towns could be due to the data being skewed because of the commercial aspects of the town centres.**

³⁰ The University of Auckland (n.d.)

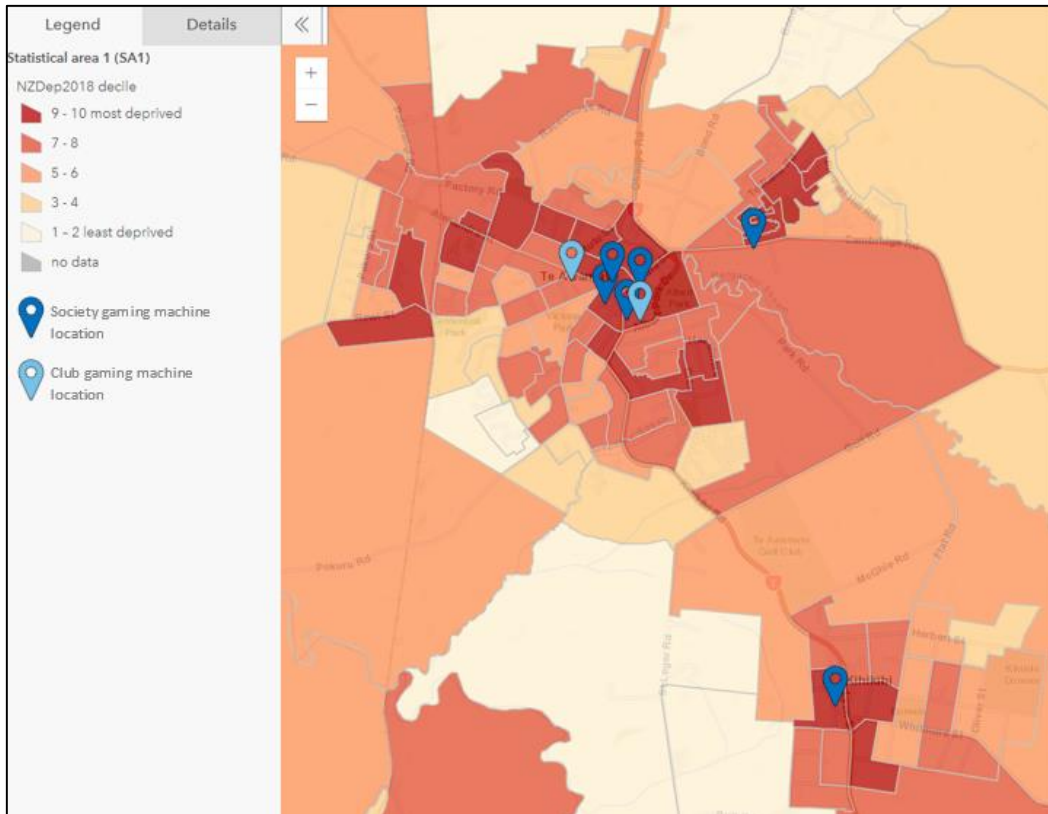


Figure 13: New Zealand Index of Deprivation, 2018 (NZDep2018) - Source: (Atkinson, Salmond, & Crampton , 2019)

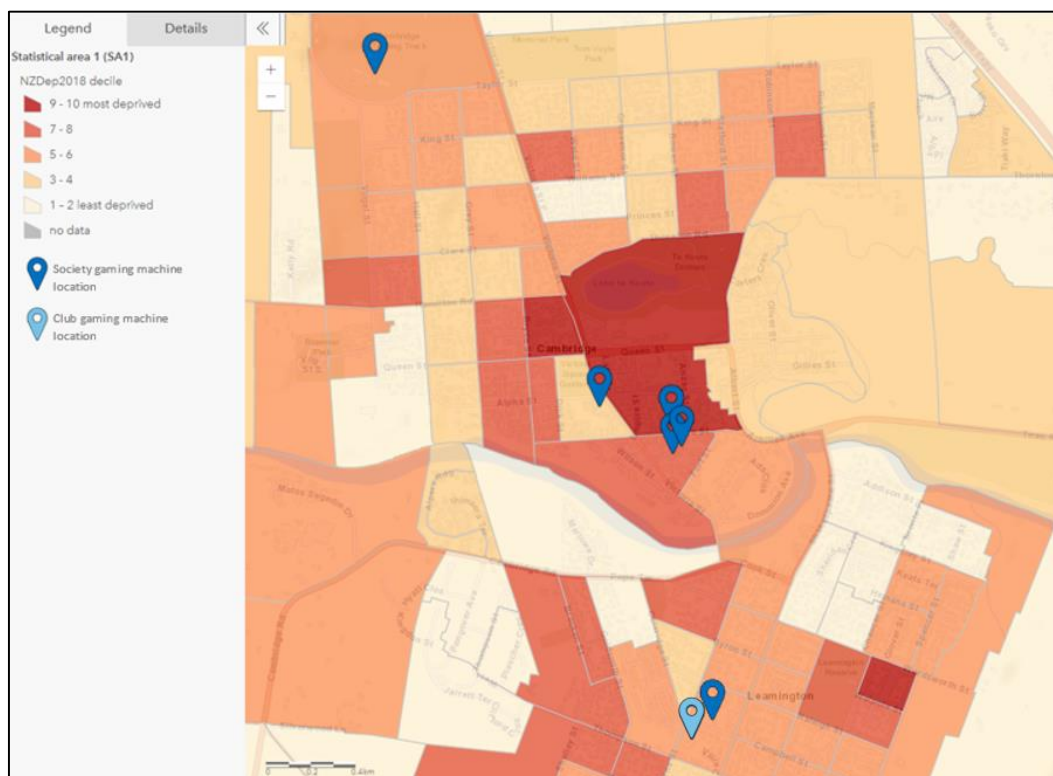


Figure 14: New Zealand Index of Deprivation, 2018 (NZDep2018) - Source: (Atkinson, Salmond, & Crampton , 2019)

Waipā District Population Profile

The demographic makeup of the Waipā district in comparison to the whole of Aotearoa New Zealand is provided below (Table 2). This is important to the assessment as certain parts of the population can be at more risk of gambling harm than others. The Waipā district has 66 more machines than the national average of number of gaming machines per 10,000 people.

Table 2: Population profile – Waipā District and Aotearoa New Zealand (2018 census)³¹.

Demographic Group	Waipā District	Waikato District	Western Bay of Plenty	New Zealand Population
Population	53,241	75,618	51,321	4,699,755
Median Age (years)	40.5	37.6	45.2	37.4
Māori Median Age (years)	25.2	25.3	28.0	25.4
European	87.7%	76.8%	81.4%	70.2%
Māori	14.9%	26.4%	19.2%	16.5%
Pacific peoples	1.8%	4.2%	2.7%	8.1%
Asian peoples	4.3%	5.8%	6.5%	15.1%
Middle Eastern/Latin American/African	0.5%	0.6%	0.5%	1.5%
Other ethnicity	1.4%	1.2%	1.2%	1.2%
Population over 65	~19.85%	~12.6%	~21%	~15.2%
Population under 15	~20.7%	~23.45%	~18.6%	~19.6%
# of gaming machines	232	226	148	14,672
# of machines per 10,000 people	43.57	29.89	28.84	31.23

Note: Where a person reported more than one ethnic group, they were counted in each applicable group. The ethnicity variable is rated as high quality.

Who is at risk from problem gambling?

Currently in Aotearoa New Zealand, the Problem Gambling Severity Index (PGSI) is the standardised measure used to identify risk behaviour in problem gambling. It is a tool based on research on the common signs and consequences of problematic gambling³². The PGSI categorises gamblers as non-problem gamblers; low-risk gamblers; moderate-risk gamblers; and problem gamblers. There are some public health researchers who argue that a quality of life years lost measure should be used instead. The quality of life years lost measure suggests that the cumulatively harm from gambling 'is close to twice that of drug use disorders, bipolar affective disorder, eating disorders and schizophrenia combined'³³.

³¹ Stats NZ (2018)

³² Victorian Responsible Gambling Foundation (n.d.)

³³ Browne *et al.* (2017)

For most New Zealanders, gambling is a recreational activity that is enjoyed safely and in moderation. There is, however, a significant minority of New Zealanders who are identified as ‘moderate risk’ or ‘problem gamblers’, and the harm they experience can have a significant negative impact on their own lives and the lives of others³⁴.

Around 1 in 5 Aotearoa New Zealand adults (22%) will be affected at some time in their lives by their own gambling or the gambling of others³⁵.

Research from Manatū Hauora shows that women, Māori and Pacific Peoples, some Asian Peoples and young people disproportionately experience gambling harm.

Women

The National Health and Lifestyle Survey 2018 found that women living in areas with a high social deprivation index score were two times more likely than women in areas of low deprivation to experience gambling-related arguments or money problems related to gambling³⁶.

Palmer du Preez *et.al.* (2019) infer that women, who are commonly the primary caregivers within their family or whānau, are also particularly vulnerable to the economic strain caused by harmful gambling. The authors cite research that has shown that women's socio-cultural positioning as primary caregivers for families contributes to gambling harm by placing unrealistic expectations on women while simultaneously constraining their ability to prioritise their own well-being and access rest, relaxation, and support. Gambling venues in local communities appear to offer women respite, distraction, comfort, time-out and/or connection - while placing them at heightened risk of experiencing problems and harm³⁷.

Māori

Māori were 3.13 times more likely to be moderate-risk or problem gamblers than non-Māori. Māori are also more likely to have other risk factors for gambling harm, such as low incomes and living in low socioeconomic communities where some forms of gambling, particularly gaming machines, are more accessible. Problem gambling is especially prevalent among wāhine Māori, who tend to be marginalised and come from economically deprived backgrounds³⁸.

Pasifika Peoples

It is estimated that Pasifika Peoples are 6 times more likely to develop gambling problems and it is more likely for these to be persistent³⁹. Pasifika peoples are also more likely to have other risk factors for gambling harm, such as low incomes and living in low socioeconomic

³⁴ Te Tari Taiwhenua Internal Affairs (n.d.)

³⁵ Thimasarn-Anwar *et. al.* (2017)

³⁶ Malatest International (2021)

³⁷ Palmer du Preez *et. al.* (2019)

³⁸ Browne *et.al.* (2017)

³⁹ Browne *et.al.* (2017)

communities where some forms of gambling, particularly gaming machines, are more accessible.

Although a large proportion of Pasifika People do not gamble (as reflected in the lower participation rate compared with the national average), those who do gamble are at greater risk of developing problem gambling. It has also been shown that whilst fewer Pasifika People take part in gambling activities than the general population, a disproportionate number of those who do gamble have a higher expenditure than other population groups⁴⁰.

Asian Peoples

Past research results show the proportion of Asian Peoples who gamble is relatively low when compared with Māori, Pasifika peoples and European / Other; however, those who do gamble are more likely to experience harm compared with European / Other⁴¹.

Young people

Research shows that young people are likely to be experiencing gambling harm. Young people make up approximately 14% (9,000 people) of moderate and high risk gamblers. A Norwegian study⁴² as well as a study involving Pasifika youth⁴³ have identified parallels between problem gaming and problem gambling later in life. A study by Bellringer et al. (2019) also found that Pacific people have a high risk for developing harmful gambling behaviours and that in their study of 17 year old Pasifika youth, 1 in 40 boys were problem gamblers compared with 1 in 167 girls⁴⁴.

Older People

There is evidence that people aged 65 and older are less likely to experience harm. However, some research also indicates older people may actually be vulnerable to gambling harm and that retirement was a factor for transition into moderate risk or problem gambling⁴⁵.

⁴⁰ Browne *et.al.* (2017)

⁴¹ Manatū Hauora Ministry of Health (2022)

⁴² Molde *et.al.* (2019)

⁴³ Taufa *et.al.* (2021)

⁴⁴ Bellringer *et.al.* (2019)

⁴⁵ Manatū Hauora Ministry of Health (2022)

“We usually refer to the differences in health experience that occur between population groups as ‘health inequalities’. A health inequality can be attributed to social, cultural and economic factors rather than biomedical ones. Inequalities and inequity in health occur between groups because of a range of well-recognised socioeconomic, cultural and biological factors, the most common of which are sex, age, social deprivation, ethnicity and education.

Inequities are not random; they are typically due to structural factors present in society and the local community that cannot be explained by biomedical differences between population groups. This means their causes are often complex and multifaceted and are outside the scope of the health system to address on its own.”

(Manatū Hauora Ministry of Health, 2022, pg.30)

Comparing the Benefits and Impacts of Class 4 Gambling

According to analysis of gambling research, there are generally four areas that Class 4 gambling impacts; social, system, economic and community (Figure 15). All four of these areas have to be weighed against each other when considering the well-being of the people of Waipā.



Figure 15: Some of the possible costs and benefits of gambling in the four wellbeings - identified in previous research reports⁴⁶.

Employment

No recent figures could be found on how many people are employed as a result of Class 4 and TAB activities only (Figure 16).

In all, 40% of players' losses on gaming machines must be returned to the community in the form of grants. Research from the New Zealand Institute of Economic Research (NZIER) estimated that, if the current levels of household expenditure on gaming machines were switched to retail spending, this could create an additional 1,127 full-time equivalent jobs worth around the country, and approximately \$50 million in wages and salaries⁴⁷. The tax impacts would be nearly \$60 million in increased GST collected and \$7 million in income tax on workers. The research also suggests that if gaming machines were removed, money that consumers would have spent on Class 4 gambling is unlikely to shift to other types of gambling, including illegal gambling and online gambling. NZIER found that most, if not all, money currently spent on Class 4 gambling is likely to be spent elsewhere rather than saved⁴⁸. This research did not weigh these effects against the losses associated with a shutdown of

⁴⁶ Adapted from Cox, Hurren, and Nana (2019)

⁴⁷ New Zealand Institute of Economic Research (2020)

⁴⁸ New Zealand Institute of Economic Research (2020)

Class 4 gambling⁴⁹, and the grantees in different sectors that rely on the financial assistance currently⁵⁰.

This research assumed that all spending would switch to retail and not to other forms of gambling. Even if it is assumed that only half of the spending was switched, it could have a significant economic impact⁵¹.



Figure 16: Employees in the gambling industry (all types of gambling) 2000- 2022⁵².

TAB NZ

In 2022 the TAB had approximately 430 staff and around 500 outlets (standalone TABs, and in pubs and clubs) around the country⁵³. There is one TAB venue located in Waipā. Racing is a well-known industry in the Waipā district with the Cambridge Jockey Club, located in Cambridge, holding race meetings fortnightly between May and October, flat trials regularly throughout the year, and jumping trials during the winter months⁵⁴. The Waipā district also has two other racetracks for training purposes.

Entertainment

Most people gamble for leisure and recreation⁵⁵, with 10.9% of the country's population playing gaming machines (including those in casinos) and 10.9% of the population betting on racing or sports at the TAB in 2020⁵⁶. People can seek out gambling as a form of entertainment

⁴⁹ New Zealand Institute of Economic Research (2020)

⁵⁰ True (2023)

⁵¹ Manatū Hauora Ministry of Health (2022)

⁵² Figure.nz (2022)

⁵³ TAB NZ (2022)

⁵⁴ Cambridge Jockey Club (n.d.)

⁵⁵ Malatest International (2021)

⁵⁶ Kupe Data Explorer (n.d.)

for a variety of reasons including entertainment, socialising, relaxation, excitement, and the dream of winning the jackpot⁵⁷.

The TDB Advisory found that the gross benefits to those who gamble from all forms of gambling (Lotto, casinos, TAB and Class 4) are in the range of \$2,740 to \$3,160 million per annum. This net benefit is not a money flow, per se, rather can be thought of as a monetary valuation of the net enjoyment value of gambling to the majority of participants⁵⁸.

Community Funding

Aotearoa New Zealand

Gaming machine societies and the Lottery Grants Board together provide around 16% of total philanthropy and grants in Aotearoa New Zealand (Figure 17)⁵⁹.

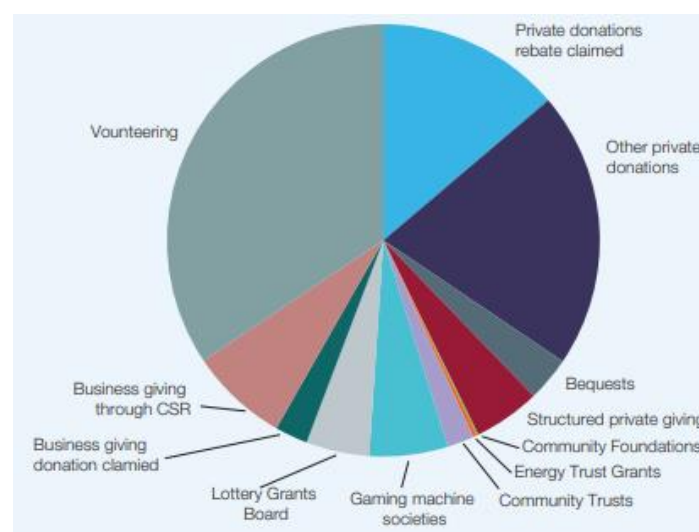


Figure 17: Value of volunteering and donor segments⁶⁰.

The total amount of funds distributed by corporate societies and TAB (including applied funds kept for their own authorised purposes) in 2022 (Jan – June) was \$151.15 million⁶¹. The funds are broken down into categories including; sport; community; health/ welfare/ rescue; research and education; arts and culture; environment and animals; and unspecified. The breakdown of these categories can be seen in Figure 18.

Figure 19 shows the rate of return for grants and money applied from gaming machine profits around the country. The rate of return is calculated as a percentage of the amount of money applied⁶² or distributed from gaming machine proceeds.

⁵⁷ TDB Advisory (2021)

⁵⁸ TDB Advisory (2021)

⁵⁹ McLeod, JBWere, and Philanthropy New Zealand (2020)

⁶⁰ McLeod, JBWere, and Philanthropy New Zealand (2020)

⁶¹ Te Tari Taiwhenua Internal Affairs (2022)

⁶² Gaming machine money allocated to 'Applied Funds' from Class 4 Societies since 2020 is reported within this data. Applied funds are not grants, they are funds retained by a licensed society that are returned to their own authorised purpose under the Gambling Act 2003. Licence holders included in this dataset who apply funds are

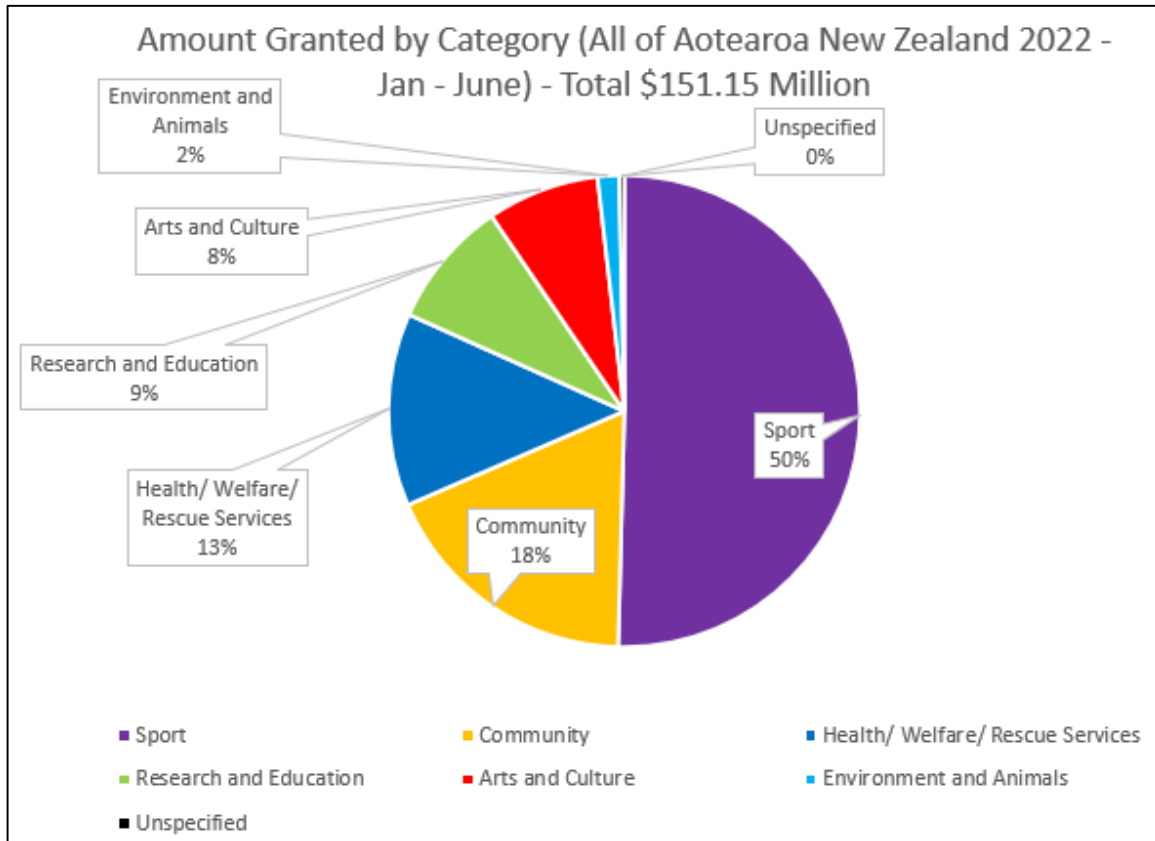


Figure 18: Amount granted by category in Aotearoa New Zealand in 2022 (Jan - June)⁶³.

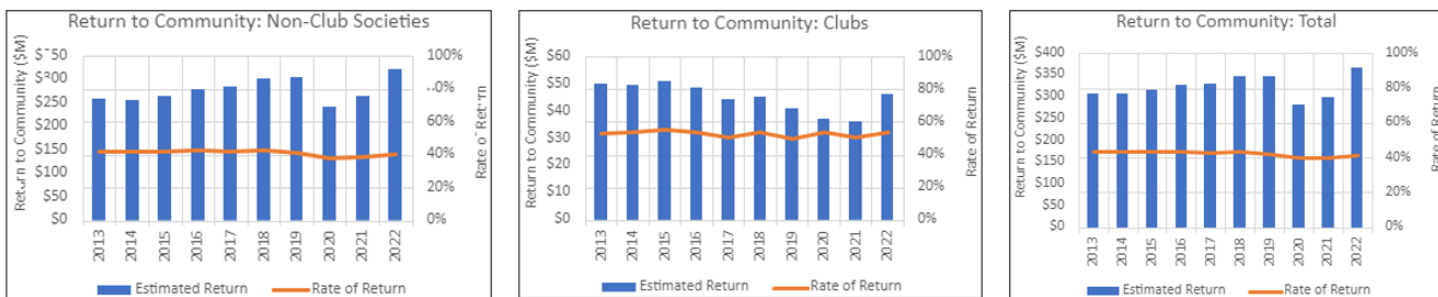


Figure 19: Gaming Machine Profit Returns to Community (All of Aotearoa New Zealand)⁶⁴.

Waipā District

Of the \$4,827,578.45 spent on gambling in Waipā district in the first two quarters of 2022 (January to June)⁶⁵, just under 10% of that was returned to the community in the form of community grants.

TAB who apply funds to racing purposes. Applied funds and grants/donations from clubs and returned services associations (RSAs) are not represented in this data (Te Tari Taiwhenua Internal Affairs, 2022).

⁶³ Te Tari Taiwhenua Internal Affairs (2022)

⁶⁴ Te Tari Taiwhenua Internal Affairs (2023c)

⁶⁵ Te Tari Taiwhenua Internal Affairs (2023c)

- The Grassroots Trust made the biggest grants to the Waipā district in the first half of 2022. It contributed 58% of the total grants to the Waipā district. It has 7 venues in the area and 108 of the 232 gaming machines.
- Overall, the Sport category received the most in grants (\$244,951) followed by the Community category (\$154,272), Research and Education (\$57,536), and Health/ Welfare/ Rescue Services (\$24,269).
- The largest single grant recipient during the 2022 year of \$108,380.00 was given to Puahue Hall Association by the Grassroots Trust⁶⁶.

Table 1 (page 19) shows the amounts contributed to the Waipā district by the societies in 2022, while Figures 20, 21 and 22 shows the amounts given to various ‘beneficiary’ types in the district.

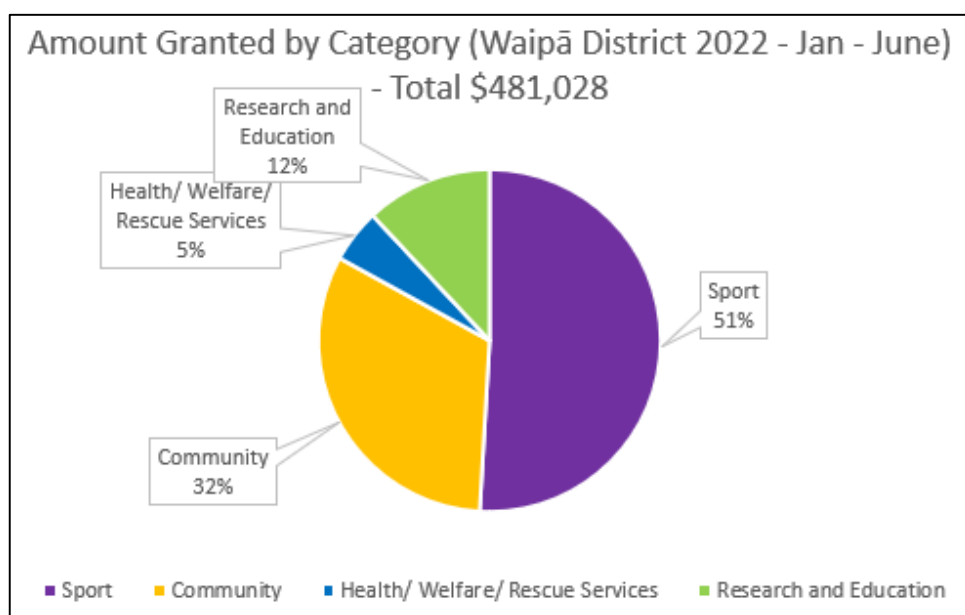


Figure 20: Amount granted by societies and TAB in Waipā District in 2022⁶⁷.

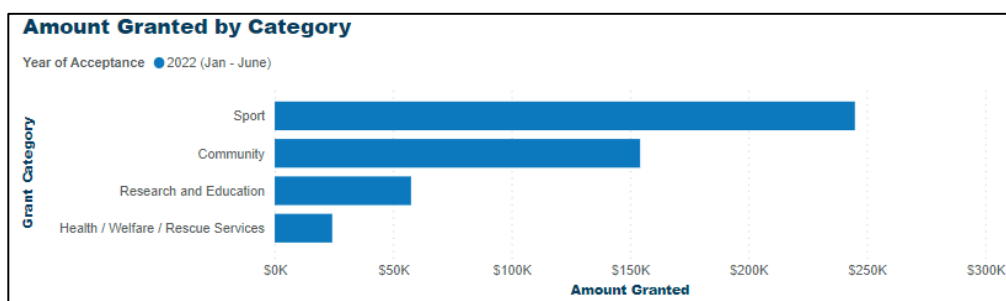


Figure 21: Amount Granted by Category in Waipā District in 2022 (Jan – June). Gaming machine money allocated to ‘Applied Funds’ from Class 4 Societies since 2020 is reported within this data ⁶⁸.

⁶⁶ Te Tari Taiwhenua Internal Affairs (2022)

⁶⁷ Te Tari Taiwhenua Internal Affairs (2022)

⁶⁸ Te Tari Taiwhenua Internal Affairs (2022)

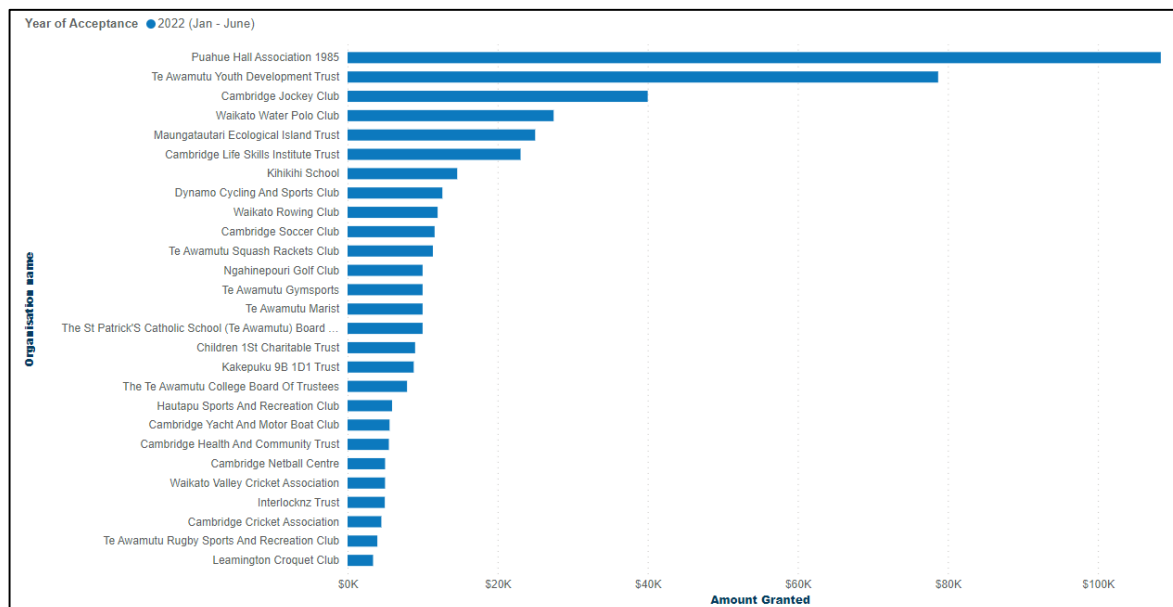


Figure 22: Amount Granted by Organisation in the Waipā District 2022 (Jan – June). **Note:** Not included in figure – Destination Cambridge, Citizens Advice Bureau Cambridge, and Riding For The Disabled Cambridge, all received less than \$10K.⁶⁹

There is no legislative requirement for societies to disburse funds back into the area in which they were obtained⁷⁰.

Each society has a pool of funds into which the proceeds from all their gaming machines goes into. When grant applicants from around the country apply for funds, the society that the application is made to draws from their joint pool of gaming machine proceeds. This means that money that is lost in Waipā is not necessarily returned in the form of grants to Waipā.

This also means that Waipā can access grants from other districts.

Approximately 6% of all grants are made to national and regional organisations. For example, if St John sought funding for a new ambulance for the Cambridge station, the funding application would be made by the Auckland-based head office, and the funding allocated to Auckland, despite the grant having a direct benefit to the Waipā district⁷¹.

TAB

In the year 2022 (Jan – June), the TAB distributed \$7,539,716 in grants and applied funds, \$6,438,715 of this (85%) was applied funds supporting the Racing Integrity Board. No grants were made to the Waipā district⁷².

Distribution of Funding

One of the major criticisms that the Class 4 grants system in Aotearoa New Zealand receives is that the that the distribution of gaming machine funding by the corporate societies,

⁶⁹ Te Tari Taiwhenua Internal Affairs (2022)

⁷⁰ Te Tari Taiwhenua Internal Affairs (n.d.)

⁷¹ True (2023)

⁷² Te Tari Taiwhenua Internal Affairs (2022)

functions like a socially regressive tax, i.e. that funds are predominantly raised from individuals living in more highly deprived areas and distributed to groups living in less highly deprived areas, or from the poor to the rich⁷³. The data presented here suggests that there is some evidence of this being the case in Waipā. In the Waipā district, 12 out of 15 Class 4 gaming machine venues are in the most deprived communities, as can be seen in Figures 11, 13, 14, and Appendix B⁷⁴. This is also the case around the country (Figure 23).

The benefit of funding for some in the community has to be weighed against the highest risk of harm from problem gambling through the use of gaming machines⁷⁵.

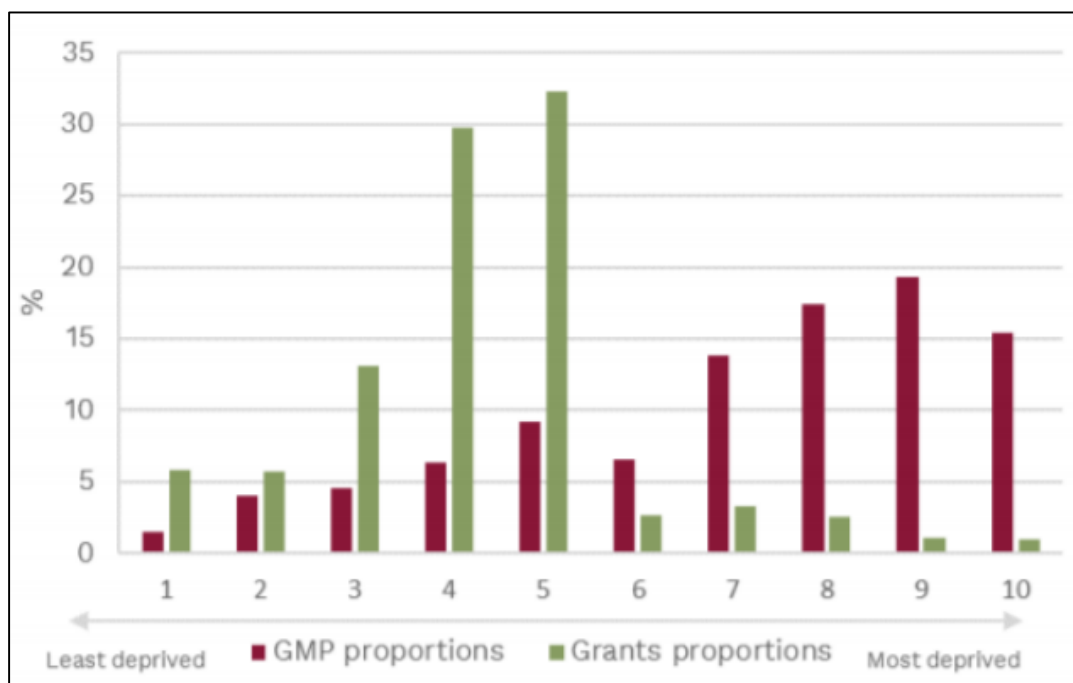


Figure 23: Origin of Gaming Machine Profit and destination of community and sports grants by deprivation⁷⁶.

There is no way of ensuring that money from deprived areas is distributed back to those communities who need it most as the corporate societies have full jurisdiction over who’s grant application is accepted or declined. The grant applicants themselves also dictate how the money is distributed as those from less deprived areas might have more knowhow in how the funding system works or have more opportunities to apply for funds.

Gambling Harm

When considering gambling-related harm, much of the focus is directed towards the person who gambles, and is experiencing problems with gambling. Often overlooked is the fact that gambling related harm generally occurs on a number of different levels: harm to the individual who gambles, harm to whānau and friends, and harm to the general community⁷⁷.

⁷³ Ward, McIvor, and Bracewell (2019)

⁷⁴ PGF Group (2021)

⁷⁵ Browne *et.al.* (2017)

⁷⁶ Malatest International (2021)

⁷⁷ Browne *et.al.* (2017)

It is clear that harm can also accrue from gambling behaviour that does not reach clinical criteria for 'problem gambling', that is, gambling considered 'low risk' or 'moderate risk' may involve experience of harm. Around 4.5% (~230,000 New Zealanders) reported experiencing at least some level of individual gambling harm as measured by the PGSI⁷⁸.

According to the 2020 Health and Lifestyles Survey⁷⁹ and Stats NZ data⁸⁰, in Aotearoa New Zealand in 2020 there were:

- ~3,304,000 non-problem gamblers (64%)
- ~148,000 low risk gamblers (2.9%)
- ~ 82,000 moderate risk and problem gamblers (1.6%)

Problem gambling is most commonly associated with gaming machines⁸¹.

Approximately 2 in 5 regular gamblers on gaming machines can be classified as 'moderate risk' or 'problem' gamblers⁸².

Class 4 gambling, particularly the use of gaming machines, differs from most other forms of gambling as it is available most of the time and offers the possibility of instant gratification and a gambler can immediately 'reinvest' their winnings in further gambling. Most people accessing gambling-harm intervention services cite pub or club gaming machines as the primary problem gambling mode⁸³.

Gambling problems affect people from all walks of life. Every person with a gambling problem affects between five and ten other people⁸⁴ (Figure 24). In New Zealand, we know that harmful gambling behaviour is strongly correlated with family, whānau or partner violence, with half of problem gamblers reporting having experienced family or whānau violence⁸⁵. There is also evidence that children and young adults are exposed to considerable gambling messaging, for example, through advertising, which can normalise harmful gambling behaviours.

⁷⁸ Thimasarn-Anwar *et.al.* (2017)

⁷⁹ (Kupe Data Explorer, n.d.)

⁸⁰ (Stats NZ, n.d.)

⁸¹ Browne *et.al.* (2017)

⁸² Department of Internal Affairs (2015)

⁸³ Manatū Hauora Ministry of Health (2022); Abbott, Bellringer, and Garrett (2018); Ministry of Health (2015)

⁸⁴ Bellringer *et.al.* (2019)

⁸⁵ Bellringer *et.al.* (2016)

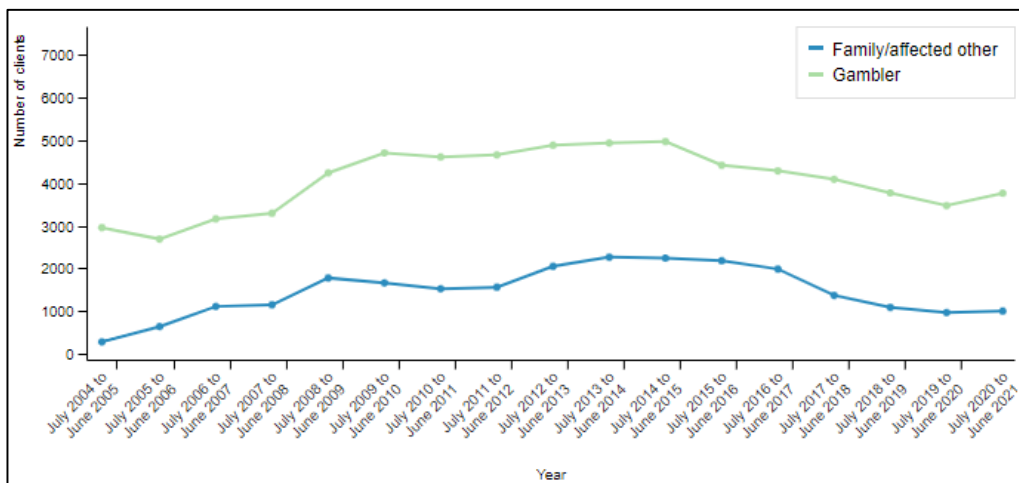


Figure 24: Clients Assisted in Aotearoa New Zealand, by Client Type (Excluding Brief Interventions)⁸⁶.

Research conducted by Rockloff *et.al.* (2021) for Manatū Hauora found that the impact (financial, relationship, emotional/ physical, health, work/ study, and other (deviance)) from problem gambling can last years after the gambling problem has been addressed. The research found that on average, it takes approximately 4 years for all impacts from gambling harm to disappear. The research also drew attention to how someone with a gambling problem can affect those around them, as shown in Figure 25.

⁸⁶ Manatū Hauora Ministry of Health (2021)

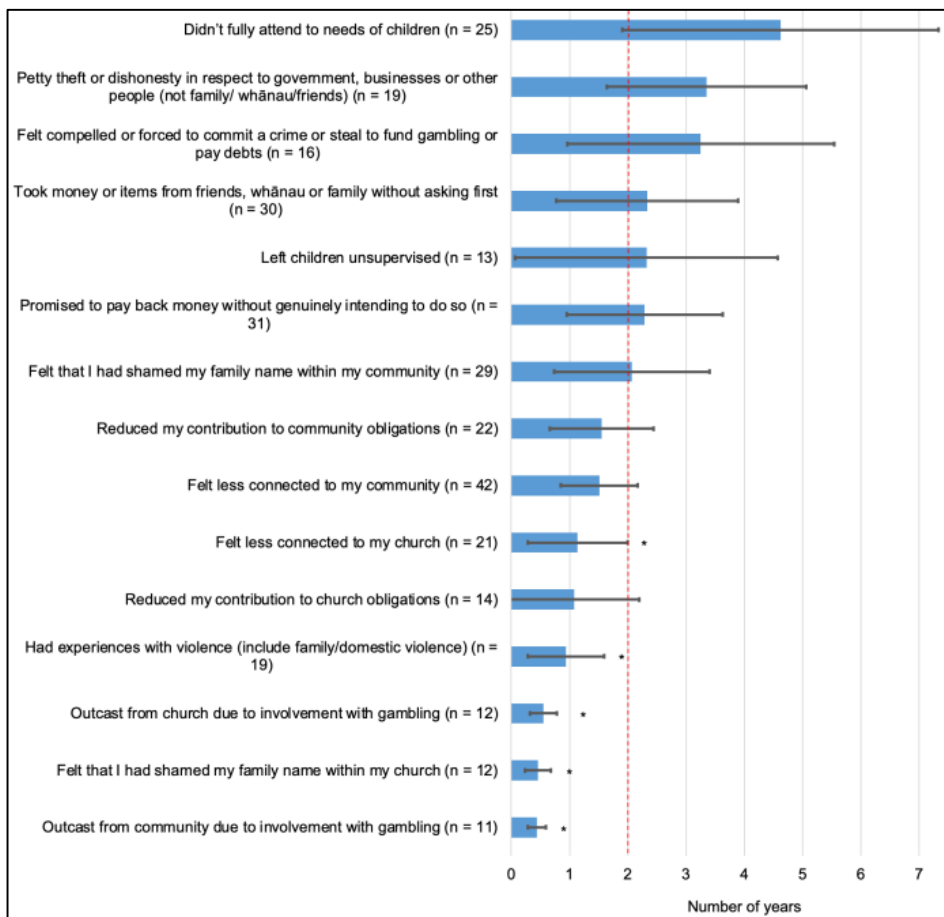


Figure 25: Mean number of years since most recent gambling issue was largely resolved for the field Other Harm. Note: The blue bar indicates the number of years since most recent gambling issue was resolved, red dotted line is the average number of years it took to resolve all the issues shown (2 years), and the black line are error bars indicating 95% confidence intervals. * indicates statistically significant differences from the red dotted line.⁸⁷

It is interesting to note that research has found that transitioning into risky gambling (i.e. changing from non-problem gambler to low risk/moderate risk/ problem gambler) was significantly more likely to correspond with:

- Continuous low quality of life vs. average or higher quality of life
- Repeatedly experiencing one or more major life events in the prior year vs. no major events in prior year
- Starting to experience levels of individual deprivation vs. not experiencing deprivation during the study
- Stopping memberships of organised groups vs. continuously being a member of organised groups. Transitioning into risky gambling was not significantly less likely to be associated with changes or stability in any factor⁸⁸.

These correlations could perhaps explain the upwards trend in gambling participation since the beginning of COVID-19, which saw gambling expenditure decreased during COVID 19

⁸⁷ Rockloff *et.al.* (2021)

⁸⁸ Ministry of Health (2008)

lockdowns and returned to above pre-COVID levels shortly after the lockdowns lifted. If this is the case, an increase in problem gamblers could also be expected.

Although venue-based gambling expenditure decreased during COVID 19 lockdowns, this returned to pre-COVID levels shortly after the lockdowns lifted. Although gambling participation has decreased for the general population, harmful gambling prevalence has not declined⁸⁹.

Problem Gambling in Waipā District

Approximately \$ 10,287,084 was lost playing gaming machines in pubs, clubs and TABs in Waipā district during 2022. This is around \$1,994,434 more than in 2020. That is about \$28,000 each day⁹⁰.

As with national level data, district level statistics on problem gambling can show an incomplete picture due to lack of people who access gambling harm treatment services. The picture presented here of problem gambling in the Waipā district might not be entirely accurate as to the real number of people whose lives have been negatively impacted by gambling.

Figures 26 and 27 both show that the total number of people as well as new people assisted by gambling harm treatment services in the Waipā district has slowly been increasing since 2004. The dramatic spikes correspond with global level crisis events. This trend supports the research that indicates transitioning to more harmful levels of gambling corresponds with repeatedly experiencing one or more major life events in the prior year vs. no major events in prior year. However, this is not conclusive as an increase in clients accessing gambling harm treatment services could mean either an increase in problem gambling or a shift to less gambling.

⁸⁹ Manatū Hauora Ministry of Health (2022)

⁹⁰ Te Tari Taiwhenua Internal Affairs (2023c)

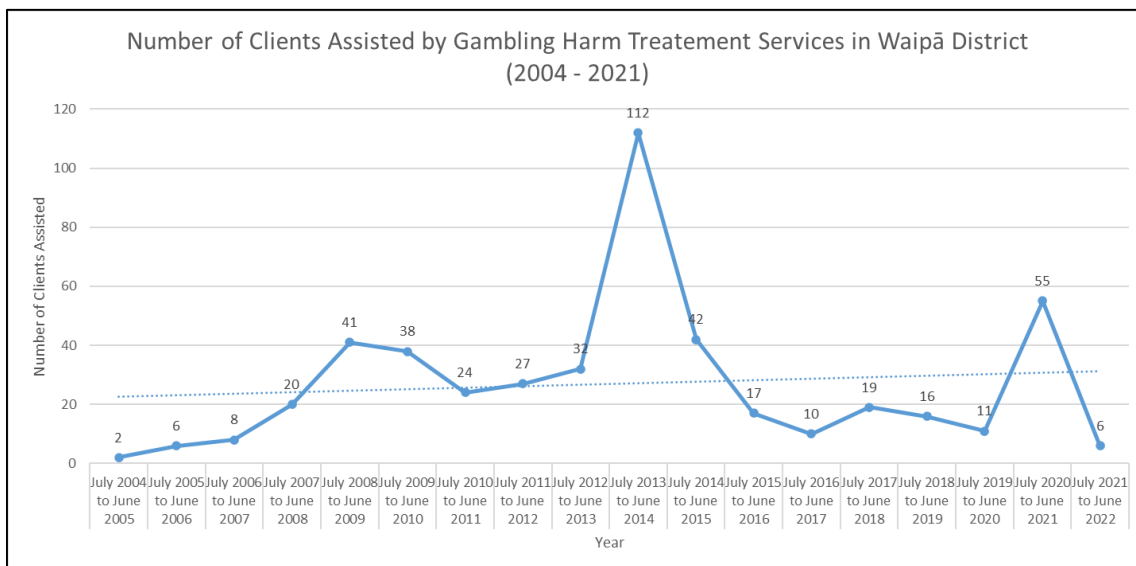


Figure 26: Total number of clients assisted by gambling harm treatment services in Waipā District throughout the year (2004 – 2021). Includes new clients and clients who first contacted a service in a previous year⁹¹.

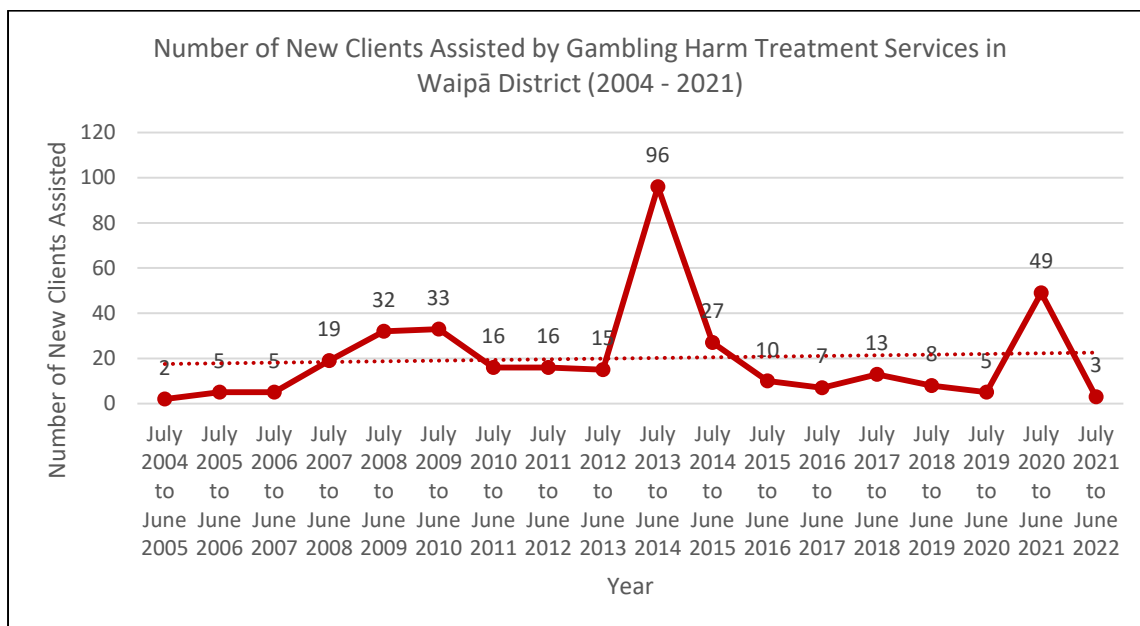


Figure 27: New Clients – The number of clients that have contacted an intervention service for the first time in the period for psychosocial support either by phone or face-to-face in the Waipā district.

Gambling Treatment Services

In 2015 only 1.6% of moderate-risk/problem gamblers sought professional help around the country⁹². It is believed that this is largely due to the perceived shame associated with receiving help, lack of available services and cultural barriers⁹³.

⁹¹ Manatū Hauora Ministry of Health (2021)

⁹² Abbott, Bellringer, and Garrett (2018)

⁹³ Malatest International (2021)

Every year, people seek help from services funded by Manatū Hauora for harms due to their own or someone else’s gambling (Figure 28). In the 2020/21 year, over 6,605 people in Aotearoa New Zealand received treatment from Manatū Hauora funded services for harms due to their own gambling. This is a small proportion of the 45,000 to 92,000 people estimated to be experiencing moderate to significant harms from their own gambling, from analysis of the 2020 Health and Lifestyle Survey. In addition, between 144,000 and 230,000 Aotearoa New Zealand adults experienced at least one form of household-level gambling harm in the previous 12 months. In the 2020/21 year, around 4,341 families or whānau and others received treatment from Manatū Hauora funded services for issues related to someone else’s gambling⁹⁴.

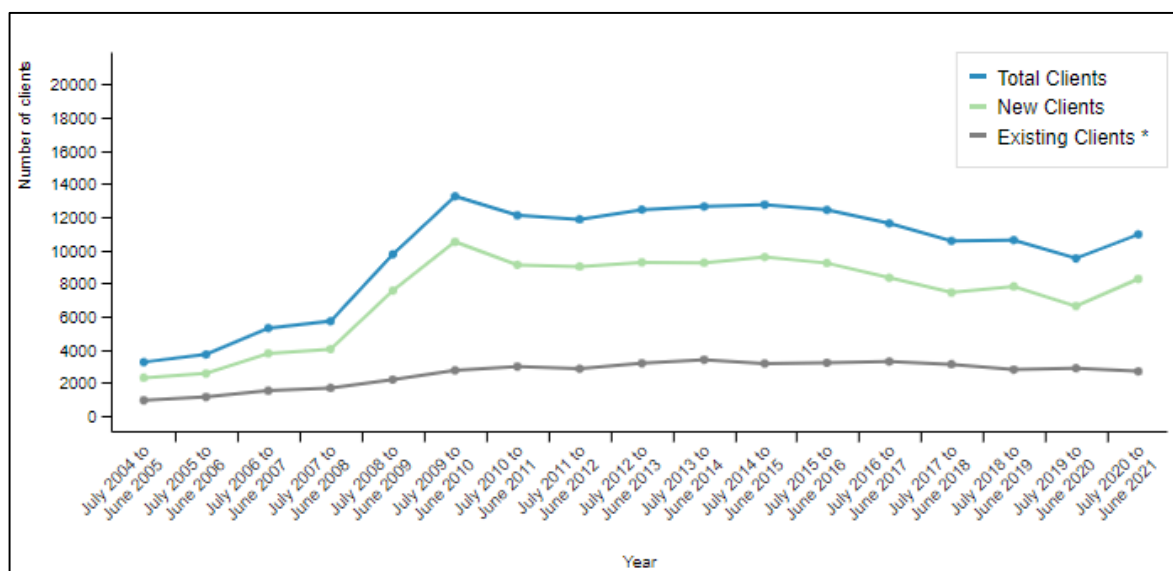


Figure 28: Clients Assisted by Gambling Treatment Services in Aotearoa New Zealand (2004 – 2021) - Total Clients Recorded (All Interventions)⁹⁵.

Analysis of Manatū Hauora gambling service administrative data to 2020/21 shows that the number of gamblers seeking treatment continues to decrease, despite the increase in real numbers of people experiencing gambling harm. In the 2020/21 year, 6,605 ‘Gambler’ clients and 4,341 ‘Family / Affected Other’ clients received gambling harm treatment services from a Ministry-funded provider. The decrease is likely due to fewer new clients seeking help, a trend that was exacerbated by COVID-19 restrictions. This is seen in a low number of clients during 2019/20 followed by an increase in clients in the 2020/21 year. The number of existing clients receiving interventions has remained relatively stable over the same period. Overall, the numbers of people seeking help have been relatively stable for several years⁹⁶.

It is important to note that these statistics are population prevalence rates, and although they are static, the actual number of people affected by gambling harm is increasing in line with population growth. The needs assessment and outcomes monitoring reports show that only a minority of potential clients for gambling support services (i.e., people whose reported harm

⁹⁴ Manatū Hauora Ministry of Health (2022)

⁹⁵ Manatū Hauora Ministry of Health (2021)

⁹⁶ Manatū Hauora Ministry of Health (2022)

results in a moderate to high PGSI score) actually access or present at these services. Low service use is also observed for other forms of addiction treatment. It is apparent that a number of New Zealanders who would benefit from gambling harm intervention are not seeking help⁹⁷.

Between 2017 and 2019, the Manatū Hauora commissioned an evaluation into the health services accessed over the phone. The evaluation showed that in 2018-19, although contacts to the national mental health and addiction services increased, the number of contacts to the Gambling Helpline dropped by around 1800. Users of the Gambling Helpline also decreased by 30% and fell from 4806 users in 2017 to 3328 in 2019. Investigation into the cause of the decrease identified mixed reactions among respondents about the Gambling Helpline's usefulness. Some clients felt supported and noted having someone to talk to (in person or over the phone) before they embarked on a gambling session would help them stop. Others felt they did not receive the help they needed to control their gambling. For example, repeated calls resulted in the same information being given and on one occasion, a survey respondent was directed to a counsellor who became unavailable⁹⁸. The information regarding phone service use is particularly important for Waipā, as there are no gambling treatment services located in the Waipā district.

Services in Waipā

There are no gambling harm services located in the Waipā district. However, in the wider Waikato Region there are four organisations who are contracted by Manatū Hauora to deliver services to prevent and minimise gambling harm. These are:

- Oasis - The Salvation Army
- PGF - Problem Gambling Foundation
- Te Kōhao Health
- K'aute Pasifika Trust

These four services are based in Hamilton and offer face to face support as well as online and phone counselling. Home visits or meetings at a suitable location are also performed for some clients.

The other option for gambling help in Waipā is over the phone, with the following National Helpline Services being available nationwide:

- Gambling Helpline service - 0800 654 655
- Māori Gambling Helpline - 0800 654 656
- Vai Lelei Pasifika Gambling Helpline - 0800 654 657
- Gambling Debt Helpline - 0800 654 658
- Youth Gambling Helpline - 0800 654 659
- Asian Hotline - 0800 862 342

⁹⁷ Manatū Hauora Ministry of Health (2022)

⁹⁸ Malatest International (2021)

Online Gambling

Councils' jurisdiction only extends to Class 4 gambling and TAB locations but it is important to understand the relationship between these and online gambling. Looking at the wider context beyond Council's jurisdiction upholds the purpose of the Local Government Act 2002 in councils playing a broad role in promoting the social, economic, environmental, and cultural well-being of their communities.

Remote interactive gambling (online gambling) is illegal under the Gambling Act 2003, apart from the two authorised providers operating online gambling – the Lotteries Commission (Lotto) and TAB. It is illegal for overseas online gambling operators to advertise to New Zealanders however, this does not extend to New Zealanders participating in online gambling with operators based outside Aotearoa New Zealand. For example, betting on overseas-based casino websites and sports betting applications is not illegal.

Both authorised providers of online gambling products (Lotto and TAB) operate websites and apps. Lotto sells some of its products online, including Lotto, Powerball, Strike, Keno, Bullseye, and Instant Kiwi. TAB offers online racing and sports betting, including live sports betting. New Zealanders can also access offshore gambling services which are not currently regulated under the Gambling Act 2003, such as casino operator SkyCity Entertainment Group's Malta-licensed online casino that offers a mix of live and random number generator casino games as well as slots and virtual sports⁹⁹.

The 2018 New Zealand National Gambling Study: Wave 4 followed participants through the years 2012 – 2015, this is the most up to date study of its kind in Aotearoa New Zealand in February 2023. The study found that online gambling occurred substantially less than the same gambling via land based means. Total participation in Aotearoa New Zealand online gambling (Lotto and TAB) was 9% in 2015; this was essentially similar to 2012 when it was 8%. In 2015, total participation in overseas online gambling was 0.7%; this was a decrease from 1.7% in 2012¹⁰⁰.

COVID-19 lockdowns led to increased national and offshore online gambling participation. This is seen in sales of MyLotto (online sales of Lotto NZ) in Figure 29, where even after lockdown restrictions eased, online sales settled into a “new normal” of 42% – 46%¹⁰¹.

⁹⁹ (Malatest International, 2021)

¹⁰⁰ Abbott, Bellringer, and Garrett (2018)

¹⁰¹ Lotto New Zealand (2022)



Figure 29: MyLotto as proportion of sales 2016 - 2022¹⁰².

Quick facts about online gambling:

- Access to online gambling for money has increased.
- Offshore online gambling participation has increased slightly.
- New Zealanders are accessing 'free to play' online gambling, (i.e. not for money).
- Evidence shows a link between online gaming and harmful gambling.
- Recent research has identified gaming as a potential gateway behaviour to harmful gambling, and higher rates of at-risk and harmful online gambling among adults who bet on gaming enhancements as children compared with those who did not. Interviewed participants highlighted increasing numbers of parents asking for support for young people 'addicted' to gaming. Gaming is not currently recognised as gambling and therefore not funded by the gambling levy¹⁰³.
- Offshore-based online gambling poses risks because it:
 - Is highly accessible, being available 24 hours a day from the comfort and privacy of your home;
 - Has no restrictions on bet sizes;
 - Has no capacity for venue staff to observe and assist people in trouble;
 - Reaches new groups of people who may be vulnerable to the medium;
 - Provides no guaranteed return to players;
 - Is more easily abused by minors;
 - Has reduced protections to prevent fraud, money laundering or unfair gambling practices; and
 - Is unregulated, so on-line gamblers are often encouraged to gamble more by being offered inducements or by being offered the opportunity to gamble on credit¹⁰⁴.

It is difficult to predict the extent to which an increase in online gambling may result in an increase in problem gamblers and gambling-related harm. We do know that some forms of online gambling are addictive, particularly those that provide an opportunity for continuous gambling, such as online gaming machines.

¹⁰² Lotto New Zealand (2022)

¹⁰³ Malatest International (2021)

¹⁰⁴ True (2023)

Online gambling presents challenges for the Aotearoa New Zealand gambling regulatory system. In the past, regulating gambling has focused on licensing Aotearoa New Zealand gambling operators and their land-based gambling premises, and ensuring compliance with domestic gambling legislation. Online gambling will require new and innovative regulatory approaches. The Government is in the process of developing its approach toward the regulation of online gambling¹⁰⁵.

Feedback from Key Stakeholders

In January and February 2023, letters were sent to key stakeholders, including gaming venues and corporate societies, social agencies, Manatū Hauora, the Problem Gambling Foundation of New Zealand and Te Whatu Ora Waikato (previously Waikato District Health Board) inviting them to provide their thoughts on how Council's current gambling policies were working. Of the 38 letters sent, 10 responses were received. The issues covered by the responses are summarised below:

- The current policy is working and is reasonable. The currently policy should be rolled over for a further 3 years. There is no new evidence or new concern that would justify the adoption of a more restrictive policy.
- Alternative funding options to gambling proceeds are available for community groups, such as <https://philanthropy.org.nz/>.
- Consider adopting a sinking lid policy for class 4 venues which prohibits the establishment of any new class 4 venues. This would be crucial to reduce the over-saturation of pokies in some parts of Waipā district (i.e., highly deprived areas) and therefore minimise gambling harm. In addition to adopting the sinking lid, adopting a 'no relocations' policy alongside retaining a 'no merge' policy is necessary. These measures together would lead machines numbers to drop gradually over time, reduce gambling expenditure and harm in vulnerable areas and avoid shifting the burden of harm from one suburb to another.
- Consider ways to address the disproportionate concentration of venues in areas of high socioeconomic deprivation.
- Consider championing, and lobbying central government, for alternative options for community funding other than gambling proceeds.
- The current policy caps the total number of gaming machines at 232 – this is a sound policy. The policy is balanced and is a policy that ensures that the 8 purposes of the Gambling Act are met. The policy addresses the benefit to the local community that funding generated at venues provides, as well as the potential for gambling harm to the small segment of the community that may be adversely affected by their gambling. The adoption of a sinking lid is not supported. Given the current environment of high regulation and naturally reducing machine numbers as well as the fact that there is no evidence to support the finding that a reduction in venues or machines results in a reduction in problem gambling, it would be inappropriate to adopt a sinking lid policy.

¹⁰⁵ Te Tari Taiwhenua Internal Affairs (n.d.)

- The policy sensibly provides for appropriate relocation of venues. Allowing a venue to relocate under specific circumstances is a valuable harm prevention tool.

National general feedback can also be found on Kupe – Data Explorer, which hosts the data from the 2020 Health and Lifestyle Survey. The survey data shows that attitudes towards gambling harm are as follows¹⁰⁶:

- Raising money through gambling does more harm than good - 49.2% agreed with this statement.
- Concern with the level of gambling in the community - 47.8% agreed with this statement.

Explanation of Policy Options and Key Interest Points

This section aims to clarify terms, standards and options that are often used in relation to gambling policies. This section is intended to give information about each option. This section is not intended as giving direction towards any option.

The policy options available to the 67 councils across Aotearoa New Zealand include:

- No Class 4 gambling venues in the district.
- No restrictions on the number or location of Class 4 gambling venues.
- Restrict where Class 4 venues are allowed.
- Restrict the number of gaming machines.
- Restrict both the location and number of Class 4 gambling venues.
- Venue sinking lid – do not allow new Class 4 venues.
- Gaming machine sinking lid – do not allow new gaming machines.

Minimum Standards

The Gambling Act 2003 sets a number of restrictions on Class 4 gambling, these include:

- The maximum number of gaming machines that a Class 4 venue can have is 18 if a class 4 licence was held before 17 October 2001 and 9 after this date.
- If clubs merge into a single venue and the Minister’s consent is obtained, the number of gaming machines is the lesser of 30 or the sum of the gaming machines previously held under a Class 4 licence.
- Councils must state where Class 4 venues can be located.

The Racing Industry Act 2020 sets restrictions on new TAB venues and the location of these new venues.

Current Policy

The current Waipā District Council Gambling Policy 2019 has the following features (other than the minimum standards outlined in the Gambling Act 2003):

- A cap at 232 gaming machines (this being the maximum approved number of gaming machines permitted to operate in Waipā district at 26th March 2015).

¹⁰⁶ Te Hiringa Hauora and Kupe (2020)

- A relocation policy.
- Primary activity of Class 4 venue is not allowed to be gambling.
- TAB venues are not allowed to adjoin any school, or licensed early childhood centre.

Relocation Policy

It is an option for a council to adopt a relocation policy. A relocation policy means that a venue with a Class 4 licence can move to a new location, with the same requirements applying to the new venue as the old. For example, *The Wood Pigeon Pub is allowed 18 gaming machines and is located at 1 Pigeon Drive. The Wood Pigeon Pub then relocates to 20 Magpie Lane but is still allowed 18 gaming machines. Without the relocation policy the Wood Pigeon Pub would have to apply for a new licence and would only be allowed 9 gaming machines.*

Absolute Caps

An absolute cap puts a total limit on the number of gaming machines or Class 4 venues within the district.

Absolute caps are estimated to reduce the number of gaming machines by 15% and the number of venues by 16.9%, on a per 100,000 population basis over one year. Absolute caps were shown to reduce cumulative expenditure by 10%, relative to the minimum standards, however it is unclear what proportion of this reduction is from casual gamblers compared to problem gamblers¹⁰⁷.

Per Capita Caps

A per capita cap puts a limit on the number of gaming machines or Class 4 venues in relation to the number of people in the district. This type of cap aims to keep gaming machine numbers or venue numbers proportional to the resident population in the district.

Per capita caps are estimated to reduce the number of gaming machines by 85 gaming machines and 8 venues on a per 100,000 population basis over one year. An increase in gambling intervention service use is found a year after implementation of per capita caps, which could be due to problem gamblers on the margin of quitting and seeking help being pushed in that direction because of the additional barrier to access¹⁰⁸.

Sinking Lid

This is a cap on the number of gaming machines or Class 4 venues allowed in the district which sinks as venues lose their licences. This means that once a Class 4 gambling venue closes down and leaves the market, or the number of machines licensed to operate in a community decreases for any reason, councils will not issue any other corporate society a licence to replace that venue or those machines.

Sinking lids are the only policy estimated to reduce gambling expenditure in both contemporaneous and lagged years, relative to the minimum standards, however it is unclear what proportion of this reduction is from casual gamblers compared to problem gamblers. A

¹⁰⁷ Erwin *et.al.* (2020)

¹⁰⁸ Erwin *et.al.* (2020)

decrease in gambling intervention service use is detected in the year of implementing a sinking lid policy, which could be due to there being fewer problem gamblers¹⁰⁹.

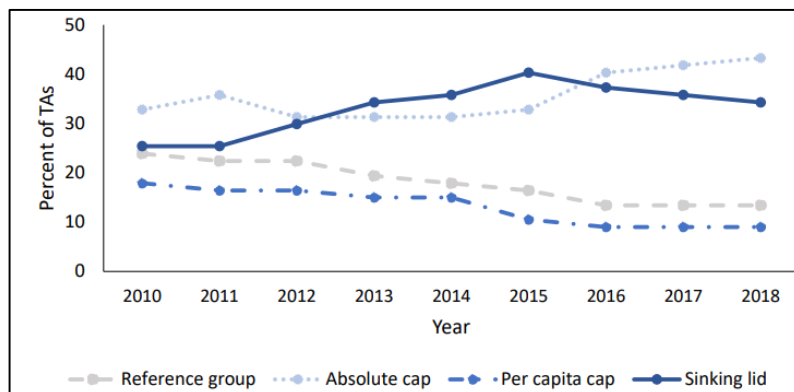


Figure 30: Class 4 gambling policy types adopted by councils in Aotearoa New Zealand, by year. Note: The reference group referred to are the councils that have policies that restate the minimum standards set out in the Gambling Act 2003 ¹¹⁰.

As of 10 May 2021, 40% of councils had sinking-lid policies in place for gaming machines, and a further 48 percent had caps on the number of venues and / or machines in their area. As of 10 May 2021, a total of 27 of the 67 councils had reviewed their Class 4 and TAB venue policies since 1 July 2019¹¹¹.

¹⁰⁹ Erwin *et.al.* (2020)

¹¹⁰ Erwin *et.al.* (2020)

¹¹¹ Manatū Hauora Ministry of Health (2022)

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Appendix A: Definitions

Term	Definition
Board	Means the New Zealand Lottery Grants Board established by section 116A of the Gaming and Lotteries Act 1977 and continued in existence under section 272 of this Act.
Board Venue/s	Premises that are owned or leased by the New Zealand Racing Board and where the main business carried out at the premises is providing racing betting or sports betting services.
Class 4 Gambling/gaming	All gambling using gaming machines/pokies outside of casinos. May be run only by a corporate society and only to raise money for authorised purposes (a charitable purpose; a non-commercial purpose that is beneficial to the whole or a section of the community; promoting, controlling, and conducting race meetings under the Racing Industry Act 2020, including the payment of stakes).
Class 4 venue	A place used to operate 'Class 4' gambling, not including a casino, that contains gaming machines.
Club	A voluntary association of persons combined for a purpose other than personal gain.
Corporate Society/ Society/ Gaming Machine Societies/ Gaming Societies/ Class 4 Societies/ Trusts/ Pokie Trusts	<p>Also called corporate societies, gaming machine societies, gaming societies or Class 4 societies, and are sometimes referred to as trusts or pokie trusts. The societies operate their EGMs out of venues and must distribute their net proceeds to authorised purposes. Society means an association of persons established and conducted entirely for purposes other than commercial purposes</p> <p>Corporate Society (as defined in Part 1 (4) of the Gambling Act 2003 means 1 society that is—</p> <ul style="list-style-type: none"> (a) incorporated under the Incorporated Societies Act 1908; or (b) incorporated as a board under the Charitable Trusts Act 1957; or (c) a company incorporated under the Companies Act 1993 that— <ul style="list-style-type: none"> (i) does not have the capacity or power to make a profit; and (ii) is incorporated and conducted solely for authorised purposes; or <p>a working men's club registered under the Friendly Societies and Credit Unions Act 1982</p>

Term	Definition
Gambling	<ul style="list-style-type: none"> a) means paying or staking consideration, directly or indirectly, on the outcome of something seeking to win money when the outcome depends wholly or partly on chance; and b) includes a sales promotion scheme; and c) includes bookmaking; and d) includes betting, paying, or staking consideration on the outcome of a sporting event; but e) does not include an act, behaviour, or transaction that is declared not to be gambling by regulations made under section 368
Gaming machine/ Pokies/ Non-casino electronic gaming machines (NCGMs)	<p>Gaming machines or 'Pokies' are electronic gaming machines that operate outside of a casino location (typically in a club, pub, bar or hotel). They may also be called 'gaming machines' as defined in Part 1 (4) of the Gambling Act 2003.</p> <p>Gaming Machine</p> <ul style="list-style-type: none"> a) means a device, whether totally or partly mechanically or electronically operated, that— <ul style="list-style-type: none"> i. is adapted or designed and constructed for gambling; and ii. is played or confers a right to participate, whether totally or partly, by the insertion of money into it or by the direct or indirect payment of money by any other means; and b) includes a device for gambling that is conducted partly by a machine and partly by other means; and c) includes a device, or type of device, that is declared to be a gaming machine by regulations made under section 368; but d) does not include— <ul style="list-style-type: none"> i. a device used only to draw a lottery; or ii. a random selection device used in a game of housie; or iii. a device used only to dispense tickets that is not capable of being used to decide the outcome of gambling; or iv. a jackpot device that links a series of gaming machines and that can only be played through those gaming machines; or v. a communication device that is used both to dispense tickets in and draw a lottery that is a sales promotion scheme; and e) does not include a device, or type of device, that is declared not to be a gaming machine by regulations made under section 368; and f) does not include a device operated by the Lotteries Commission

Term	Definition
Gaming Machine Proceeds (GMP) / Net proceeds	<p>Also known as Gaming Machine Profits or Player Losses. GMP = Turnover – prizes – jackpots + adjustments.</p> <p>The amount remaining to be distributed to authorised purposes after costs, levies and taxes have been deducted from a society's GMP and any interest or earnings from investment or sale of asset.</p> <p>The Electronic Monitoring System determines GMP by collecting and analysing daily meters from each and every gaming machine. The venue must bank this amount or make an adjustment.</p> <p>Adjustments is any correction claimed and entered into EMS by the society due to any malfunction by the gaming machine or EMS.</p>
Minister	means the Minister of the Crown who, with the authority of the Prime Minister, is for the time being responsible for the administration of the Gambling Act 2003.
New Zealand Index of Deprivation (NZDep 2018)	The New Zealand Index of Deprivation (NZDep 2018) is a measure of socioeconomic status that combines a range of key socioeconomic factors to produce a deprivation index.
Premises	Any place at which a Class 4 Gambling Venue or Board Venue is located.
Problem gambling/gambling related harm/ problem gambler	<p>Part 1 (4) of the Gambling Act 2003 defines gambling-related harm as:</p> <ul style="list-style-type: none"> ▪ harm or distress of any kind arising from, or caused or exacerbated by, a person's gambling; and ▪ includes personal, social, or economic harm suffered: <ul style="list-style-type: none"> ○ by the person, the person's spouse, civil union partner, de facto partner, family, whanau, or wider community; or ○ in the workplace; or ○ by society at large. <p>Problem gambler means a person whose gambling causes harm or may cause harm.</p>

Term	Definition
Remote interactive gambling/ online gambling	<p>includes—</p> <ul style="list-style-type: none"> (i) gambling by a person at a distance by interaction through a communication device; or (ii) the conduct of gambling described in subparagraph (i) by a person; but <p>does not include—</p> <ul style="list-style-type: none"> (i) gambling conducted by the Lotteries Commission; or (ii) gambling authorised under the Racing Industry Act 2020; or (iii) gambling by a person in New Zealand conducted by a gambling operator located outside New Zealand; or (iv) a sales promotion scheme that is in the form of a lottery and is conducted in New Zealand
Self-exclusion	<p>Means that if a patron identifies him or herself as a problem gambler they can ask a gambling venue(s) to exclude them from the gambling area of the venue(s) for a period of up to two years.</p>
Sinking Lid	<p>Councils may also choose to adopt a “sinking lid” policy, for venues or machines or both. This means that once a class 4 gambling venue closes down and leaves the market, or the number of machines licensed to operate in a community decreases for any reason, councils will not issue any other society a licence to replace that venue or those machines. A licence expires after a period of six months of the licence not being used (Section 98(b)). After this period a consent will be required.</p>

<p>Special Procedure</p>	<p>Consultative</p> <p>Section 83 of the Local Government Act 2002 states:</p> <p>(1) Where this Act or any other enactment requires a local authority to use or adopt the special consultative procedure, that local authority must—</p> <ol style="list-style-type: none"> a. prepare and adopt— <ol style="list-style-type: none"> i. a statement of proposal; and ii. if the local authority considers on reasonable grounds that it is necessary to enable public understanding of the proposal, a summary of the information contained in the statement of proposal (which summary must comply with section 83AA); and b. ensure that the following is publicly available: <ol style="list-style-type: none"> i. the statement of proposal; and ii. a description of how the local authority will provide persons interested in the proposal with an opportunity to present their views to the local authority in accordance with section 82(1)(d); and iii. a statement of the period within which views on the proposal may be provided to the local authority (the period being not less than 1 month from the date the statement is issued); and c. make the summary of the information contained in the statement of proposal prepared in accordance with paragraph (a)(ii) (or the statement of proposal, if a summary is not prepared) as widely available as is reasonably practicable as a basis for consultation; and d. provide an opportunity for persons to present their views to the local authority in a manner that enables spoken (or New Zealand sign language) interaction between the person and the local authority, or any representatives to whom an appropriate delegation has been made in accordance with Schedule 7; and e. ensure that any person who wishes to present his or her views to the local authority or its representatives as described in paragraph (d)— <ol style="list-style-type: none"> i. is given a reasonable opportunity to do so; and ii. is informed about how and when he or she may take up that opportunity.
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Term	Definition
	<p>(2) For the purpose of, but without limiting, subsection (1)(d), a local authority may allow any person to present his or her views to the local authority by way of audio link or audiovisual link.</p> <p>(3) This section does not prevent a local authority from requesting or considering, before making a decision, comment or advice from an officer of the local authority or any other person in respect of the proposal or any views on the proposal, or both.</p>
Turnover	Turnover is the total amount betted by gamblers, including winnings that are re-invested. This figure is published by the New Zealand Lotteries Commission and by the New Zealand Racing Board for TAB betting. It includes a 'churn' factor, or re-investment, where the same dollar is counted more than once.
Venues	These are the pubs and other venues where gaming machines are located. They do not own the machines and must not be involved in decisions about who can apply for grants, who receives them or how much the grant should be.

Appendix B: Gaming Machine Statistics Dashboard

By the numbers										
Quarterly table				Yearly table						
Quarter	GMP (\$)	Δ GMP (\$)	GMP per EGM	# of venues	Δ venues	# of EGMs	Δ EGMs	Year	GMP (\$)	Δ GMP (\$)
Mar-15	\$ 1,890,716.54		\$ 8,366.00	15		226		2015	\$ 7,776,760.17	
Jun-15	\$ 1,973,851.23	\$83,134.69	\$ 8,733.85	15	0	226	0	2016	\$ 8,149,818.54	\$373,058.37
Sep-15	\$ 1,914,450.13	(\$59,401.10)	\$ 8,471.02	15	0	226	0	2017	\$ 8,058,913.55	(\$90,904.99)
Dec-15	\$ 1,997,742.27	\$83,292.14	\$ 8,878.85	15	0	225	-1	2018	\$ 8,544,337.79	\$485,424.24
Mar-16	\$ 1,866,212.41	(\$131,529.86)	\$ 8,294.28	15	0	225	0	2019	\$ 8,636,009.28	\$91,671.49
Jun-16	\$ 2,130,043.61	\$263,831.20	\$ 9,638.21	14	-1	221	-4	2020	\$ 8,030,636.67	(\$605,372.61)
Sep-16	\$ 2,027,345.18	(\$102,698.43)	\$ 9,173.51	14	0	221	0	2021	\$ 8,292,650.39	\$262,013.72
Dec-16	\$ 2,126,217.34	\$98,872.16	\$ 9,620.89	14	0	221	0	2022	\$ 7,537,914.30	(\$754,736.09)
Mar-17	\$ 1,852,887.36	(\$273,329.98)	\$ 8,384.11	14	0	221	0			
Jun-17	\$ 2,021,585.81	\$168,698.45	\$ 9,535.78	13	-1	212	-9			
Sep-17	\$ 2,121,704.87	\$100,119.06	\$ 10,008.04	13	0	212	0			
Dec-17	\$ 2,062,735.51	(\$58,969.36)	\$ 9,047.09	15	2	228	16			
Mar-18	\$ 2,050,398.80	(\$12,336.71)	\$ 8,992.98	15	0	228	0			
Jun-18	\$ 2,105,048.90	\$54,650.10	\$ 9,232.67	15	0	228	0			
Sep-18	\$ 2,078,454.12	(\$26,594.78)	\$ 9,116.03	15	0	228	0			
Dec-18	\$ 2,310,435.97	\$231,981.85	\$ 10,133.49	15	0	228	0			
Mar-19	\$ 1,968,885.59	(\$341,550.38)	\$ 8,635.46	15	0	228	0			
Jun-19	\$ 2,182,051.44	\$213,165.85	\$ 9,570.40	15	0	228	0			
Sep-19	\$ 2,283,516.35	\$101,464.91	\$ 10,015.42	15	0	228	0			
Dec-19	\$ 2,201,555.90	(\$81,960.45)	\$ 9,655.95	15	0	228	0			
Mar-20	\$ 1,892,335.65	(\$309,220.25)	\$ 8,299.72	15	0	228	0			
Jun-20	\$ 1,108,330.57	(\$784,005.08)	\$ 4,861.10	15	0	228	0			
Sep-20	\$ 2,458,729.45	\$1,350,398.88	\$ 10,783.90	15	0	228	0			
Dec-20	\$ 2,571,241.00	\$112,511.55	\$ 11,277.37	15	0	228	0			
Mar-21	\$ 2,308,104.92	(\$263,136.08)	\$ 10,123.27	15	0	228	0			
Jun-21	\$ 2,568,792.79	\$260,687.87	\$ 11,266.64	15	0	228	0			
Sep-21	\$ 2,025,529.38	(\$543,263.41)	\$ 8,883.90	15	0	228	0			
Dec-21	\$ 1,390,223.30	(\$635,306.08)	\$ 6,097.47	15	0	228	0			
Mar-22	\$ 2,166,650.21	\$776,426.91	\$ 9,502.85	15	0	228	0			
Jun-22	\$ 2,660,928.24	\$494,278.03	\$ 11,670.74	15	0	228	0			

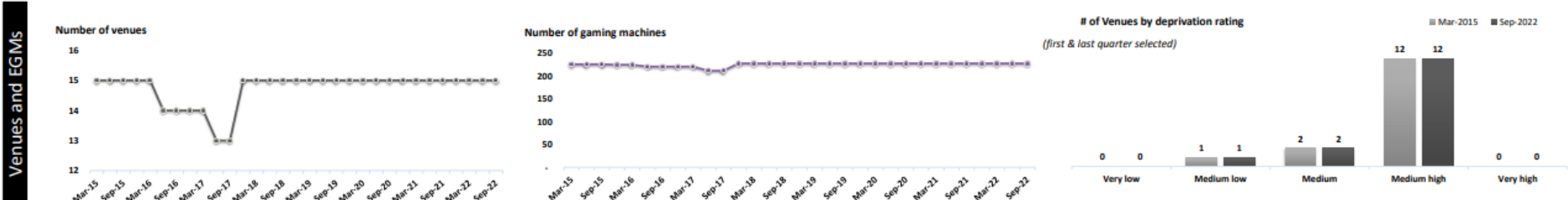
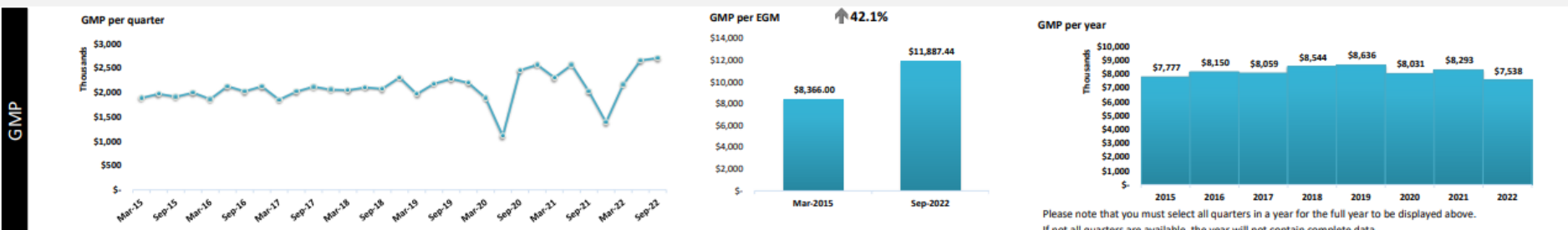
Mar-2015 to Sep-2022

Gaming Machines Statistics Dashboard

Region TA Specific
TA Waipa District

Class 4 Gaming Machine Profits (GMP) is expenditure or player loss on Electronic Gaming Machines (EGMs) in the Class 4 Sector. Each year roughly 40% of GMP is returned to the New Zealand community.

	Yearly GMP (Sep-2022)	Quarterly GMP	# venues	# EGMS	
National	\$923,168,832.48	\$276,301,503.20	1,038	14,672	
	Yearly GMP (year ending)	Quarterly GMP	Venues	EGMS	
Sep-2021	\$9,473,668.09	Mar-15	\$1,890,716.54	15	226
Sep-2022	\$8,928,137.60	Sep-22	\$2,710,335.85	15	228
Difference	-\$545,530.49 ↓ -5.8%	Difference	\$819,619.31 ↑ 43.3%	0	2
			0.0%	0.9%	



Overall

- According to the Household Economic Survey (2016) from Stats NZ, New Zealanders spend roughly 11 billion dollars a year on all forms of entertainment, which includes games of chance.*
- From Mar-2015 to Sep-2022 quarters, GMP for Waipa District increased by \$819,619 or by 43.3%
- From year end Sep-21 to year end Sep-22, GMP decreased by \$545,530 or by -5.8%.
- From Mar-2015 to Sep-2022 quarters, venues have stagnated.
- A way to compare year on year expenditure equally is to remove orders of magnitude by taking GMP as a proportion of EGMS which has increased by 42.1% or \$3,521.44. This means players are spending longer hours playing gaming machines, betting more per game or more players are playing pokie machines.

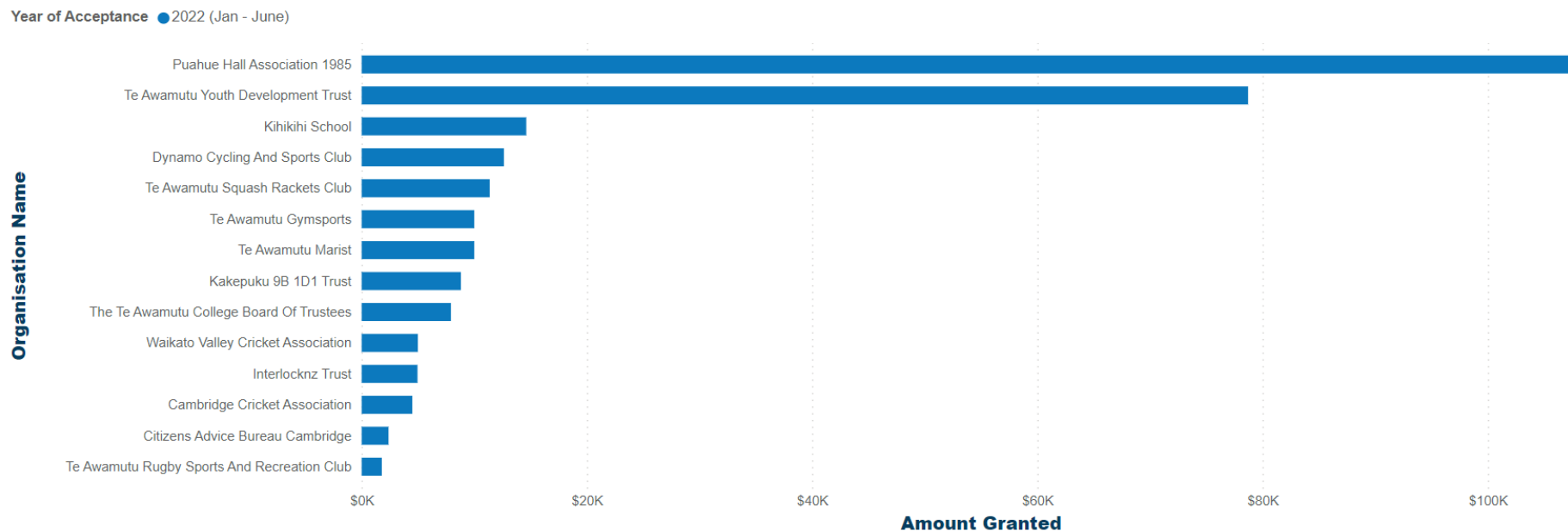
Comparison

- From Mar-2015 to Sep-2022 quarters GMP for Waipa District increased by 43.3% compared to New Zealand which increased by 43.0%. Waipa District venues have stagnated and EGMS have increased by 2 or 0.9%
- In order to compare GMP expenditure in different areas, we show GMP as a proportion of the number of gaming machines. That way, when comparing areas, any difference in size is removed which allows you to compare GMP equally.
- GMP per gaming machine in Waipa District increased by \$3,521 since Mar-2015, which translates to \$11,887 in Sep-2022 or a 42.1% change.
- As a comparison, New Zealand increased by \$7,202, which translates to \$18,832 in Sep-2022 or a 61.9% change.

Disclaimers
The data is provided for all venues and gaming machines licensed as at the last day of each quarter. Note data for venues without an active licence at this date are excluded. Please see the Notes tab for more details. * (Stats NZ)

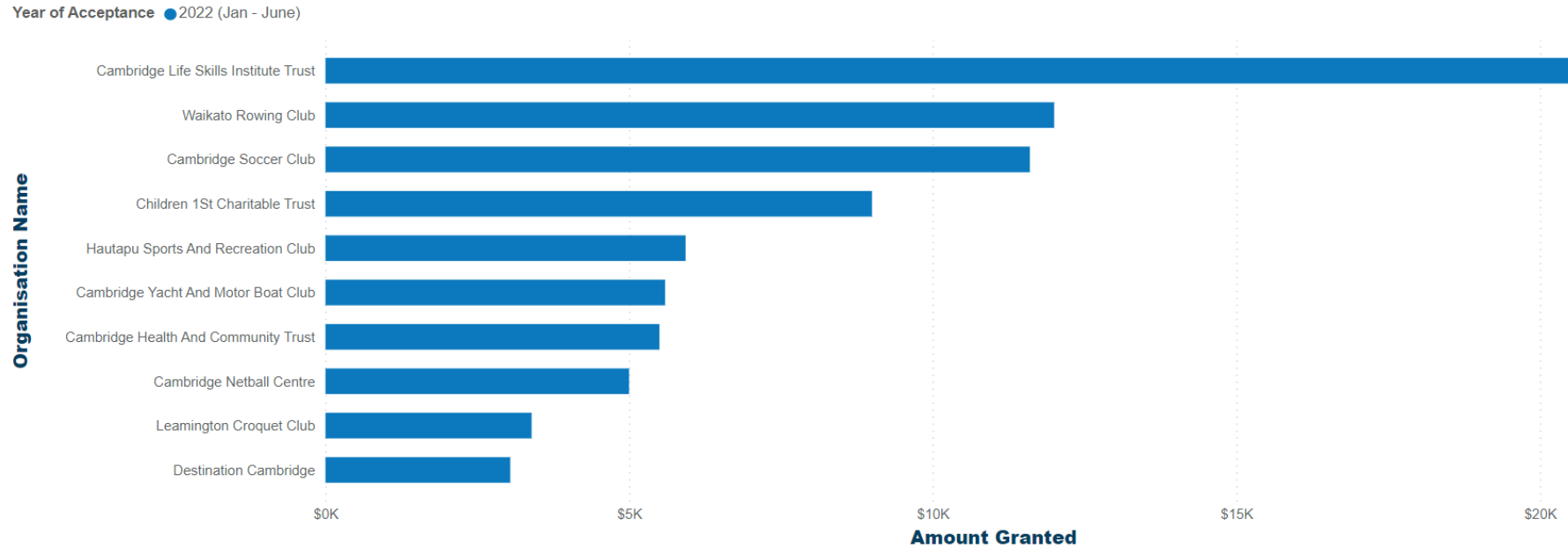


Appendix C: Grassroots Trust Grants in Waipā 2022 (Jan – June)



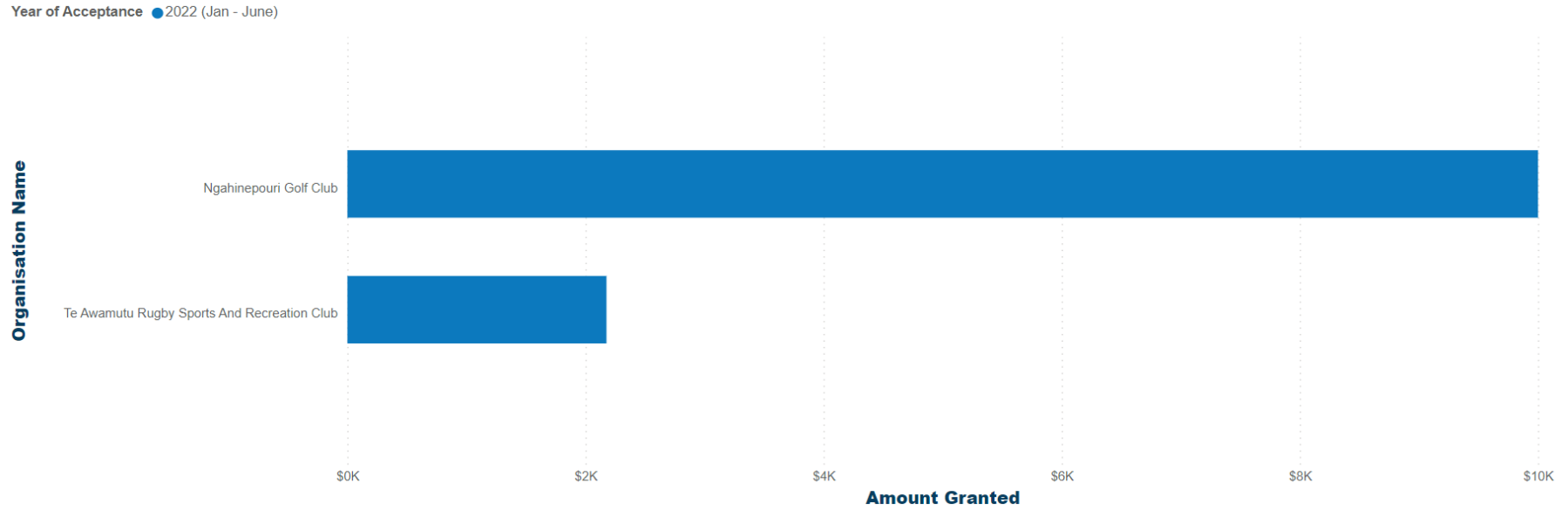
Source: <https://www.granted.govt.nz/dashboard.html>

Appendix D: Pub Charity Limited Grants in Waipā 2022 (Jan – June)



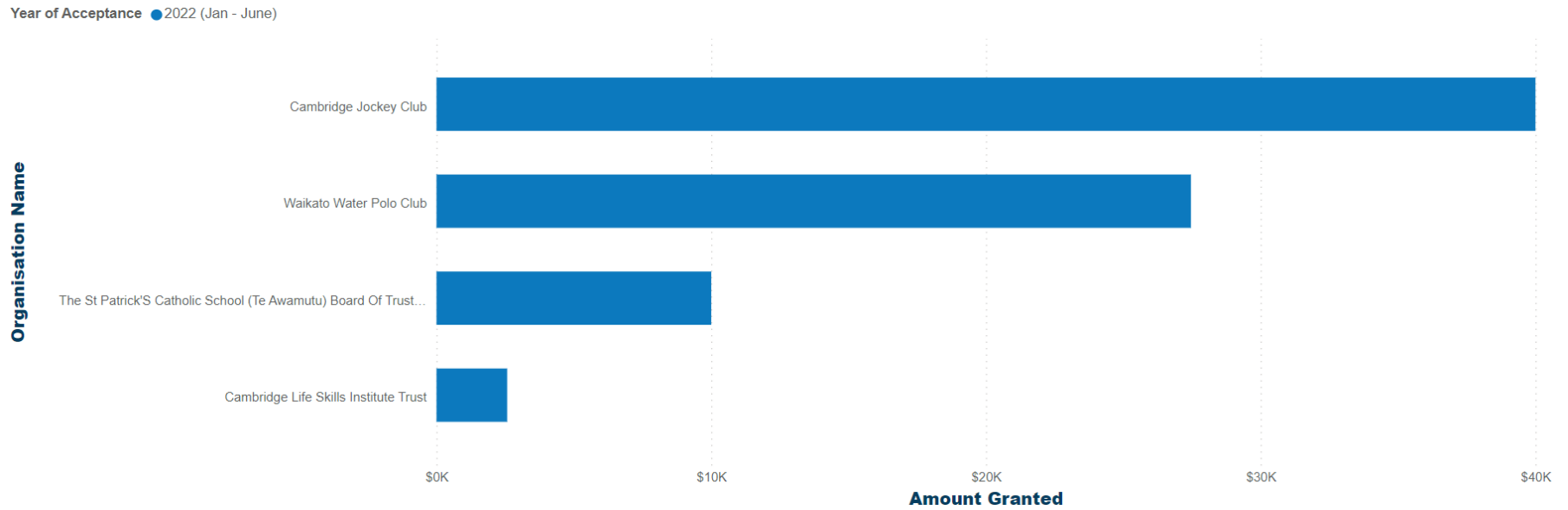
Source: <https://www.granted.govt.nz/dashboard.html>

Appendix E: The Lion Foundation Grants in Waipā 2022 (Jan – June)



Source: <https://www.granted.govt.nz/dashboard.html>

Appendix F: Trillion Trust Grants in Waipā 2022 (Jan – June)



Source: <https://www.granted.govt.nz/dashboard.html>

COMMUNITY BOARD REPORT



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Chairperson's Report**
Meeting Date: 21 June 2023

1 EXECUTIVE SUMMARY – WHAKARĀPOPOTOTANGA MATUA

The Chairperson's Report is attached as Appendix 1.

2 RECOMMENDATION – TŪTOHU Ā-KAIMAHI

That the Cambridge Board receives the report of Jo Davies-Colley, Chairperson Cambridge Community Board, titled Chairperson's Report – June 2023 (Document 11034996).

3 APPENDIX - ĀPITITANGA

No:	Appendix Title
1	Chairperson's Report

APPENDIX 1

Chairperson's Report (Document 11034996)

Chairperson's Report – June 2023

The Cambridge Community Board (CCB) has been working hard on our library and community hub strategic priority. We have been working closely with the Community Services staff and have our library survey ready to now circulate. The survey is the beginning of our community engagement period and over the next few months, we hope to connect with as many community members possible to gather an indication of the public's desire for a new library facility.

We recently gave feedback on the Sport Fields Lease Model review. Board member Andrew Myers did an excellent job of connecting with many of the local sports clubs. The feedback we received was that the clubs had had productive meetings with Council, however they felt they needed more information and had further questions about the costs and detail of service that would be provided. They also let us know that they needed further time to discuss the options with their own members and work through their financial commitments to current projects etc.

Because of this, the Community Board felt providing our preferred lease hold options before the clubs had had adequate time to get the necessary information required to make their feedback, would have been premature.

We also gave feedback to Waka Kotahi regarding the Keeleys Reserve turnaround project. This involves the reserve being closed for six to seven weeks while works are being carried out to make the space by State Highway 1, an area that vehicles have the opportunity to safely turnaround and change the direction they are travelling.

It was our recommendation that the works be completed by Christmas 2023 to allow the community continued access to the lake over the summer period, especially once the daylight hours are longer. We understand there will be time pressures associated with this deadline; nonetheless the priority for our community would be safe access to Keeley's Reserve in the summer of 2024.

The Community Board continues to discuss ways we can support and promote Matariki events in Cambridge. We continue to discuss our budget for this and will decide together how we can best use any funds available to support those planning community events.

The public places bylaw consultation is coming up and the CCB will be making a submission on this.

Recommendation

That the Cambridge Community Board puts in a submission to the Public Places Bylaw with the final approval of the submission to be made by the chairperson.

Finally, the CCB wishes to congratulate Ken Morris and his wife Karen on their Queen Services medals. Both Ken and Karen have given many years of service to the young people of the Waipa District and their medals were well earned and deserved.

COMMUNITY BOARD REPORT



INFORMATION ONLY

To: The Chairperson and Members of Cambridge Community Board
From: Financial Accountant
Subject: **Treasury Report for the period ended 31 May 2023**
Meeting Date: 21 June 2023

1 EXECUTIVE SUMMARY – WHAKARĀPOPOTOTANGA MATUA

The report details the funds available to the Cambridge Community Board for the allocation of discretionary grants.

2 RECOMMENDATION – TŪTOHU Ā-KAIMAHI

That the Cambridge Community Board receives the report of Nada Milne, Financial Accountant, titled Treasury Report for the period ended 31 May 2023 (ECM 11030971).

3 COMMENTARY - KŌRERO

3.1 Discretionary Grants – funds of \$4,403.43 have been committed from the prior year, with \$2,290.00 having been paid to date. Funds of \$59,702.38 have been committed from the current year with \$51,777.31 being paid to date. There is a balance of \$3,905.76 in uncommitted funds.

3.2 The balances in accounts set up from the Discretionary Grants allocation total \$10,038.50

Sister Cities

The Sister City Reserve Balance Report for the period ended 31 May 2023, there has been \$8,115.00 committed from the current year with \$1,516.54 paid to date. Funds of \$500.00 have been committed from the prior year with \$221.31 paid.

NADA MILNE
FINANCIAL ACCOUNTANT

Reviewed by Jolanda Hechter
MANAGER FINANCE

**CAMBRIDGE COMMUNITY BOARD
DISCRETIONARY GRANTS**

Balance as at 1 July 2022	18,411.57	
2022/23 Allocation from Council	49,600.00	
		68,011.57
Revenue		
	-	-
Less Committed Projects	64,105.81	64,105.81
Uncommitted funds		<u>3,905.76</u>
Summary of Uncommitted Funds		
Annual Grants		<u>3,905.76</u>
		<u>3,905.76</u>

CAMBRIDGE COMMUNITY BOARD

Summary of Committed Funds

Current Year Commitments	Committed	Expenditure	Balance
Commitments 2022/23	59,702.38	51,777.31	7,925.07
Current Year Commitments Total	59,702.38	51,777.31	7,925.07
Prior Year Commitments	Committed	Expenditure	Balance
Prior Year Commitments	4,403.43	2,290.00	2,113.43
Prior Year Commitments Total	4,403.43	2,290.00	2,113.43
Total Commitments	64,105.81	54,067.31	10,038.50

Commitments 2022/23	Resolution No	Committed	Expenditure	Balance
Cambridge Community Christmas Trees	5/55/58	823.84	823.84	-
Discretionary Grants	5/22/68	21,550.00	21,550.00	-
ANZAC Day 2023 Services	5/23/15	5,207.77	4,762.05	445.72
Cambridge Christmas Tree Lights	5/23/16	1,096.70	1,096.70	-
Pop Up Edible Garden	5/23/23	300.00	-	300.00
Brain Injury Waikato Inc	5/23/29	1,500.00	1,500.00	-
Cambridge Chamber of Commerce	5/23/29	526.80	526.80	-
Cambridge Community Garden	5/23/29	813.92	813.92	-
Cambridge Cycling Festival Inc	5/23/29	1,000.00	-	1,000.00
Cambridge Repertory Society Inc	5/23/29	2,350.00	2,350.00	-
Cambridge Safer Community Charitable Trust	5/23/29	9,000.00	9,000.00	-
Citizens Advice Bureau Cambridge Inc	5/23/29	660.00	-	660.00
Ko Wai Au Trust	5/23/29	2,000.00	2,000.00	-
Leamington Croquet Club Inc	5/23/29	1,500.00	1,500.00	-
St Andrews Church	5/23/29	499.00	499.00	-
St John Cambridge Area Committee	5/23/29	3,855.00	3,855.00	-
The Rotary Club of Cambridge Charitable Trust	5/23/29	1,519.35	-	1,519.35
Waikato Rowing Club Inc	5/23/29	1,500.00	1,500.00	-
Cambridge Bowling Club	5/23/42	2,500.00	-	2,500.00
Cambridge Christmas Tree Lights	5/23/40	1,500.00	-	1,500.00
Total		59,702.38	51,777.31	7,925.07

Prior Year Commitments

	Resolution No	Committed	Expenditure	Balance
Cambridge Community Pop Up Garden	5/20/85 - Sep 20	60.00	-	60.00
Cambridge Town Hall & Clock Tower Lights	5/20/101	686.96	-	686.96
St John Cambridge	5/20/123	1,000.00	-	1,000.00
Anzac Day 2022	5/21/10	2,620.87	2,290.00	330.87
CB Book Exchange	5/20/85	-	-	-
Pop Up Community Edible Garden Project	5/21/35	35.60	-	35.60
		4,403.43	2,290.00	2,113.43

Returned to Uncommitted:

CB Book Exchange	5/22/89	1,379.50
Cambridge Community Christmas Trees	5/22/58	976.16

Sister Cities Reserve Balance Report
For the Period Ended 31 May 2023

Balance Carried Forward	19,710.27	
Funding Budget for 2022/23	-	
	-	
		19,710.27
Returned to Uncommitted:	6,285.87	
		25,996.14

Commitments 2022/23	Resolution No	Committed	Expenditure	Balance
Conferences - Sister City Accommodation	5/22/70	800.00	-	800.00
Sister City - Registration	5/22/70	2,000.00	-	2,000.00
Annual Sister Cities Membership	5/22/70	600.00	600.00	-
Annual Website Domain Name	5/22/70	35.00	35.00	-
Annual Website Fees	5/22/70	180.00	180.00	-
Community Engagement	5/22/70	1,000.00	-	1,000.00
Bihoro Sister City Relationship Engagement	5/22/70	500.00	-	500.00
Le Quesnoy Sister City Relationship Engagement	5/22/70	500.00	-	500.00
Armistice Civic Service	5/22/70	2,000.00	341.15	1,658.85
Bihoro 25 year anniversary	5/22/71	500.00	360.39	139.61
		8,115.00	1,516.54	6,598.46

Prior Year Commitments	Resolution No	Committed	Expenditure	Balance
Le Quesnoy Sister City Bastille Day 2022 event	5/22/48	500.00	221.31	278.69
		500.00	221.31	278.69

Summary of Uncommitted Funds

Funds Available		17,881.14
		17,881.14

Returned to Uncommitted	Resolution No	
Conferences - Sister City Accommodation	5/21/71	800.00
Sister City - Registration	5/21/71	2,000.00
Discretionary Expenses - Community Engagement	5/21/71	1,000.00
Relationship Engagement - Le Quesnoy Sister City	5/21/71	247.09
Armistice Civic Service	5/21/71	2,000.00
Kaz Design Bastille Day signage	5/22/48	2.08
Discretionary Expenses - Bastille Day 2021	5/21/59 - May 21	236.70

COMMUNITY BOARD REPORT



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: Strategic Priority Funding
Meeting Date: 21 June 2023

1 PURPOSE - TAKE

The purpose of this report is to approve funding for the survey for the community board's strategic priority to create a new library/community hub.

2 EXECUTIVE SUMMARY – WHAKARĀPOPOTOTANGA MATUA

The Cambridge Community Board has a strategic priority to champion the opportunity to create a new library/community hub to replace the current Cambridge library. A survey has been developed to assess the community's needs to create such a space. The cost of the survey is averaging just under \$50.00 a month (exchange rates do apply) for the last two months, and is required for a further three months to conduct and collate the survey.

3 RECOMMENDATION – TŪTOHU Ā-KAIMAHI

That the Cambridge Community Board

- a) *Receives the report of Keryn Phillips, Governance Officer, titled Strategic Priority Funding (ECM 11035225);*
- b) *Reimburse Board member Badger \$94.96 GST inclusive for costs incurred developing the survey on the Typeform platform from the community board's discretionary fund; and*
- c) *Allocates \$150.00 plus GST to Typeform from the community board's discretionary spending, with any unused funds returned to uncommitted funds.*

4 BACKGROUND – KŌRERO WHAIMĀRAMA

The Cambridge Community Board has established three key strategic priorities for the 2022 – 2025 triennium. These priorities are:

- To champion the opportunity to create a new library/community hub to replace the current Cambridge library;
- To advocate for active mobility safety measures across and through Shakespeare Street; and
- To advocate for the Cambridge CBD to be a vibrant, connected and inspired public space.

The community board has planned an online survey to assist them in understanding what the Cambridge community's requirements and wishes are for a new library/community hub.

The survey has been developed by the community board using the Typeform platform to host the survey. The survey will run from July through to August.

The cost to use the Typeform platform, on a monthly basis, has cost Board member Badger \$94.96 GST inclusive to date to develop the survey (\$47.88 and \$47.08). The cost to run the survey for two months and a third month to collate the results would be approximately a further \$150.00 (average \$50.00 per month dependant on the exchange rate).

5 SIGNIFICANCE & ENGAGEMENT – KAUPAPA WHAI MANA ME NGĀ MATAPAKINGA

Staff have considered the key considerations under the Significance and Engagement Policy, in particular sections 7 and 8 and have assessed that the matter in this report have a low level of significance.

6 OPTIONS – NGĀ KŌWHIRINGA

Option	Advantages	Disadvantages
Option 1: Do nothing	<ul style="list-style-type: none"> ▪ No further time required towards the survey 	<ul style="list-style-type: none"> ▪ Costs incurred already to date are not reimbursed; ▪ Community board not meeting its strategic priority
Option 2: Reimburse board member Badger and	<ul style="list-style-type: none"> ▪ Reimbursement of costs incurred to date are covered 	<ul style="list-style-type: none"> ▪ More time required by the community board to promote and then collate the survey.

cover costs of the survey	<ul style="list-style-type: none"> ▪ Successful implementation of the survey will help towards the community board's strategic priority 	
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The recommended option is Option 2. The reason for this is to continue to promote one of the community board's strategic priorities.

7 OTHER CONSIDERATIONS – HEI WHAIWHAKAARO

Council's Vision and Strategic Priorities

The allocation of the funding for the survey meets council's vision of connected communities. The new library/community hub has the opportunity to bring together many segments of the Cambridge community in one space.

Legal and Policy Considerations – Whaiwhakaaro ā-Ture

Staff confirm that the Option 2 complies with Council's legal and policy requirements.

Financial Considerations – Whaiwhakaaro ā-Pūtea

The total costs to cover this part of the project can be funded by the community board's discretionary fund. The discretionary fund budget has been delegated to the Cambridge Community Board and has enough funds to plan for these costs.

Risks - Tūraru

There are no known significant risks associated with the decisions required for this matter.

8 NEXT ACTIONS

Action	Responsibility	By When
Reimburse Board Member Badger for costs incurred to date and cover future costs	Governance	June 2023



KERYN PHILLIPS
GOVERNANCE OFFICER



Approved by Jo Gread
MANAGER GOVERNANCE

COMMUNITY BOARD REPORT



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Sister Cities Events**
Meeting Date: 21 June 2023

1 PURPOSE - TAKE

The purpose of this report is to receive the information contained and approve budgetary requirements.

2 EXECUTIVE SUMMARY – WHAKARĀPOPOTOTANGA MATUA

Waipā District Council delegated Cambridge Community Board the authority of maintaining and enhancing the sister city relationships between Cambridge and Le Quesnoy (France) and between Cambridge and Bihoro (Japan).

A visit from the Ambassador of France and Bastille Day events means that some money is required to be used from the Sister Cities budget.

Last year the community board committed \$1,000.00 from the budget to put towards community engagement. Estimated costs for the events is \$350.00 that can be used from the community engagement commitment.

Confirmation has been received that both Le Quesnoy and Bihoro will be sending delegations to Cambridge in November this year.

3 RECOMMENDATION – TŪTOHU Ā-KAIMAHI

That the Cambridge Community Board

- a) *Receives the report of Keryn Phillips, Governance Officer, titled Sister Cities Events (ECM 11032225);*
- b) *Allocates \$150.00 plus GST for the visit of the Ambassador of France on 21 June 2023 from the community engagement commitment in the Sister Cities budget,*

*with any unused funds returned to the community engagement commitment;
and*

- c) *Allocates \$200.00 plus GST for Bastille Day 2023 events from the community engagement commitment in the Sister Cities budget, with any unused funds returned to the community engagement commitment.*

4 BACKGROUND – KŌRERO WHAIMĀRAMA

Waipā District Council delegated Cambridge Community Board the authority of maintaining and enhancing the sister city relationships between Cambridge and Le Quesnoy (France) and between Cambridge and Bihoro (Japan), effective from 1 July 2019.

Ambassador’s Visit and Bastille Day

At the September 2022 meeting, the Cambridge Community Board established the sister cities budget for the 2022/23 financial year. Within the budget, \$1,000.00 was set aside for community engagement. There are two events that this budget could cover the costs for.

On 21 June the Ambassador for France and Sir Don McKinnon will be visiting Cambridge to meet with members of the Cambridge-Le Quesnoy Friendship Association. A morning tea will be held at The Woolshed at Te Awa Lifecare. Expected costs are \$150.00 for the morning tea and the room is available at no extra expense.

Bastille Day is on Friday 14 July, the same day as the Matariki public holiday. The organising committee are planning a low key event for Bastille in recognition of the holiday. There will be an evening event on 13 July with the Historical Society and a children’s colouring competition and a photo competition is being organized with support from the library. Expected costs are up to \$200.00 for Bastille Day.

Sister City Delegations

Recently both sister cities confirmed that a delegation would be visiting Cambridge in November – the Le Quesnoy delegation will be there from 10-13 November and Bihoro’s delegation will arrive 21-24 November. The outlay for hosting the two delegations will be drawn from the sister cities budget.

The sister cities budget will also incur costs associated with the visit to Le Quesnoy in October for the opening of the New Zealand Liberation Museum.

5 SIGNIFICANCE & ENGAGEMENT – KAUPAPA WHAI MANA ME NGĀ MATAPAKINGA

Staff have considered the key considerations under the Significance and Engagement Policy, in particular sections 7 and 8 and have assessed that the matter(s) in this report have a low level of significance.

6 OPTIONS – NGĀ KŌWHIRINGA

Option	Advantages	Disadvantages
Option 1: Do nothing	<ul style="list-style-type: none"> No planning for the events required 	<ul style="list-style-type: none"> Ignores the delegation to maintain and enhance sister city relationships
Option 2: Set aside budget	<ul style="list-style-type: none"> Ensure the delegation to maintain and enhance sister city relationships is maintained 	<ul style="list-style-type: none"> Less money available for the sister city delegations to visit Cambridge later this year.

The recommended option is Option 2. The reason for this is to continue to maintain and enhance the relationships between Le Quesnoy, France and Cambridge.

7 OTHER CONSIDERATIONS – HEI WHAIWHAKAARO

Council's Vision and Strategic Priorities

The Sister Cities delegation meets council's strategic priorities to acknowledge the Culture and heritage of the district in an international setting.

Legal and Policy Considerations – Whaiwhakaaro ā-Ture

Staff confirm that the Option 2 complies with Council's legal and policy requirements.

Financial Considerations – Whaiwhakaaro ā-Pūtea

The total costs to complete expected expenses of the Sister Cities Budget 2022/23 is \$350.00. The Sister Cities budget has been delegated to the Cambridge Community Board and has enough funds to plan for these costs.

Risks - Tūraru

There are no known significant risks associated with the decisions required for this matter.

8 NEXT ACTIONS

Action	Responsibility	By When
Pay invoices as allocated from the Community Engagement segment of the Sister Cities budget	Governance	As and when

KERYN PHILLIPS
GOVERNANCE OFFICER

Approved by Jo Gread
MANAGER GOVERNANCE

COMMUNITY BOARD AGENDA



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Board Members Report from Meetings Attended on Behalf of the Cambridge Community Board**

1 PURPOSE - TAKE

Community board members who have attended meetings on behalf of the Cambridge Community Board may give feedback to the community board. This is a discussion item only and no resolutions can be made from the discussion.



To: The Chairperson and Members of the Cambridge Community Board
From: Governance
Subject: **Date of the Next Meeting**

1 EXECUTIVE SUMMARY – WHAKARĀPOPOTOTANGA MATUA

The next Cambridge Community Board meeting is to be held at 6.00pm on Wednesday, 16 August 2023.